



A 3.5/ OGL ADVENTURE FOR LEVEL 7

LB2

Clifftreasure of Chimera Cove



PATHFINDER
MODULE

By ANSON CARALYA





TREASURE OF CHIMERA COVE™

PATHFINDER MODULE LB2

LB SERIES ADVENTURE

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LB2: Treasure of Chimera Cove is a Pathfinder Module designed for four 7th-level characters. By the end of this module, characters should reach 8th level. This module is designed for play in the *Pathfinder Chronicles* campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 29 of this product.

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TREASURE OF CHIMERA COVE

Chimera Cove lies at the southern tip of a rocky and storm-swept cape projecting into the Inner Sea, in a no-man's-land between the great nations of Cheliax and Andoran. The three islands sitting just off shore do little to block the sea's relentless swells, but they do effectively anchor the persistent coastal fog, making local navigation perilous. The fishermen who settled this grim seashore decades ago have a knack for maneuvering their catboats to and from their spindly docks, but no merchant ships dare use the treacherous cove, even with a launch. Few outsiders find the settlement's steady decline in recent years surprising, wondering only at why the place was ever founded.

〔 TREASURE OF CHIMERA COVE 〕

Adventure Background

Though the two are no longer at war, tensions remain high between Cheliax and its former holding of Andoran. For two powerful merchants on opposing sides of the border, this feud long ago became personal. For years after the schism, both sides hired pirates and buccaneers to raid each other's ships and drive trade into their own borders. Unsatisfied with these tit-for-tat strikes, the Chelish merchant nearly bankrupted himself creating a new, necromantic maritime weapon: an undead dragon turtle called the *Terraken*, bound to an amulet which allowed his captains to see through its eyes and guide its movements. With its fearsome claws and ability to stave in the hulls of even the mightiest frigates, the *Terraken* became the scourge of Andoran's waterways, smashing ships and sending their crews to the watery deeps.

On his deathbed, the merchant Gavut Wyrvale of Andoran passed his business to his eldest son, but gave his younger son a more important task: to save his family's livelihood by becoming a pirate among pirates. The son set off in the middle of the night with a hired mage and, with the aid of his family's considerable fortune, built a small concealed port within the islands off Chimera Cove, linking huge natural caverns with spell-formed canals. The son took the name Pelastour, and, commanding the black-hulled *Scythe* and sailing covertly out of Chimera Cove, quickly became the scourge of the Inner Sea, sinking pirates and Chelish merchant vessels alike, yet always waiting for the *Terraken* to come for him. When it finally did, Pelastour lured the marauder back to Chimera Cove and into his cavern-port, where it smashed his ship to bits. Though it quickly killed most of his crew, Pelastour and his wizard cohort managed to flee through the canals, finally meeting their ends in a deep cavern amidst a powerful whirlpool summoned by the mage and a bound water elemental. However, in his death Pelastour achieved victory, as once the whirlpool's water drained away, the *Terraken* found itself bottled up in a deepoubliette, unable to climb or swim out. When the creature's commander attempted to enter herself and recover the creature, she fell prey to one of the many traps Pelastour had left behind, and so the *Terraken*'s fate remained unknown to those back in Cheliax.

Andoran and Cheliax both lost a great deal in the months of this conflict, and piracy subsided afterwards. The Chelish assumed Pelastour had destroyed the *Terraken*, as the magical screening of Chimera Cove made it undetectable. Pelastour's son and his few surviving crew remained in Chimera Cove to guard its secret, founding the fishing settlement for which the cove would become known, and the *Terraken* remained trapped in its prison. Decades passed before Poltur, Pelastour's greedy grandson, decided to sell the secret of Chimera Cove and the *Terraken*'s existence to Andoran's traitorous Baron

Vendikon rather than spend his life watching a desolate bit of seashore.

Poltur's first expedition commanding the baron's troops in search of the *Terraken* was a disaster, nearly sinking their boat and forcing him to swim into the concealed port. He did, however, eventually learn what he would require for success, and sent a map back to the baron with a request for additional resources. His forces now stand divided between the occupied village of Chimera Cove, where they await support from the baron, and the concealed port.

To add to the confusion, Poltur's treasonous act was so loathsome to his ancestors that it caused the awakening of his grandfather's ghost. Those who had given their lives to deter the *Terraken*'s threat could not rest as Poltur inched closer to releasing it, and Pelastour's spectral form now shadows him, speaking for all those whose memory he is betraying and whispering of the torment Poltur's disgraceful actions will earn him.

Adventure Summary

This adventure is a sequel to *LB1: Tower of the Last Baron*, in which the PCs infiltrated a siege to stop the traitorous Andoren Baron Vendikon from turning over his crucial fiefdom to Cheliax. The adventure led them through the small town of Piren's Bluff and into the baron's keep, where they uncovered foul magic and infernal servants before ultimately confronting the noble. Among the findings in his keep was a letter containing a map of a route to

My dear baron,

The power to put an end to Andoran is here. Send me six troops, a priest of Norgorber who will take orders and won't proselytize, a holy symbol of lomedae, and 30 feet of silver wire, and I will release the terrible treasure.

*Your servant,
Poltur*

The Accursed

CHIMERA COVE LORE

Knowledge (geography) or Bardic Knowledge:

DC 5: The small fishing village of Chimera Cove is located along one of the roughest stretches of the northern coast of the Inner Sea, battered by waves and wind and regularly cloaked in fog.

DC 15: The cove is named for the three islands just offshore: the Lion, the Dragon, and the Goat. The small settlement has been dwindling in size over the years.

DC 25: The cove's fishing settlement sprang up almost overnight during the rough years following Andoran's split with Cheliax, and has never been a commercial success.

Chimera Cove on the shores of the Inner Sea, with the letter reproduced on page 3. Whether at the urging of the Andoren General Dakovya, or simply spurred on by the promise of treasure, the PCs decide to venture to Chimera Cove to investigate.

Regardless of how they decide to travel, the werebear Targas greets the PCs when they reach the outskirts of Chimera Cove. A victim in his youth of Poltur's wickedness, Targas was ostracized by the villagers when Poltur framed him for a grisly murder. Nonetheless, Targas has kept watch over the village from the shadows for years, and he observed Poltur's recent return and the imprisonment of the villagers. Targas asks the PCs for aid and explains to them that the "treasure" Poltur seeks lies somewhere within the three islands. Poltur's troops, meanwhile, are holed up in a boathouse, waiting for reinforcements.

Once the villagers are freed, the PCs head to the concealed port. Performing a ritual, they expose the hidden entrance within the largest of the cove's three islands and sail into the port, where more of Poltur's troops stand guard. Passing the chokepoint via deception or violence, the PCs first encounter Poltur within the port in a nautical lock, studying a ship called the *Silver Reign* from the dock. Poltur, retreating into the ship when confronted, attempts to deliver the PCs to the ship's hellcat guardian in return for critical information on the *Terraken*. As Poltur retreats, his grandfather's ghost manifests to observe the PCs, weighing them as possible allies. While the PCs overcome the hellcat and traps aboard the *Silver Reign*, Poltur flees deeper into the port.

Following Poltur's trail, the PCs descend to the dry canal connecting the three islands beneath the waves. An intentional cave-in decades ago blocked the canal to seal the *Terraken*'s prison from the outside. With the directions given to him by the hellcat, Poltur is able to bypass the traps and access Fluxhold, the home of a water elemental magically compelled to operate the locks within the port.

The PCs aren't as lucky: Their only option is to work their way through a gauntlet of trapped storage areas, fighting undead Chelish marines along the way. Eventually Pelastour's ghost manifests and speaks to the PCs, telling them the story of the *Terraken* and begging them to destroy it.

The PCs have their final showdown with Poltur in Fluxhold. The bound water elemental quietly observes the battle until Poltur is in trouble, then offers him an alliance in exchange for release from its prison. Pelastour's ghost manifests to disagree even as Poltur grants the request, but it is too late—the elemental takes its vengeance, and an irreversible flooding of the *Terraken*'s prison begins. After defeating Poltur and the chamber's serpent guardian, possibly with assistance from Pelastour's ghost, the PCs still must stop the *Terraken*, already floating up toward the top of the oublie and ready to begin marauding again.

LB2: Treasure of Chimera Cove is a *Pathfinder* Module designed for four 7th-level characters. By the end of this module, characters should be well into 8th level. This module is a sequel to *LB1: Tower of the Last Baron*, but works equally well as a standalone adventure. Though *LB2: Treasure of Chimera Cove* is designed for play in the *Pathfinder Chronicles* campaign setting, it can easily be adapted for use in any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 version of the world's most popular fantasy roleplaying game—the OGL can be found on page 29 of this product.

Introduction

Dwarfed by the bluffs behind and to either side, a dozen pathetic wooden buildings huddle along the shore within a small protective curve of the rocky coastline. Three imposing islands face the settlement through the fog. The largest, a nearly cubic block of stone, squats in the water like some stubborn beast. The second island sends columns of foam arcing high into the air with each breaker impacting its far side, focusing the onrushing wave into a vertical channel, and a sizzle echoes across the cove as the spray returns to the sea. The last and smallest island is remarkable only for its silhouette: two pointed boulders near its crest give it the look of a horned animal head.

At the start of this adventure, the PCs are headed to the secluded fishing community of Chimera Cove in order to investigate a mysterious map and a note alluding to a treasure capable of helping the traitorous Andoren baron Galdur Vendikon secede from Andoran. While this adventure assumes you've already run *LB1*, you can avoid it by simply allowing the message to fall into the PCs' hands and making it clear that the map's intended recipient has not yet had a chance to act on its information, then letting the mystery of the treasure exert its pull. In this

〔 TREASURE OF CHIMERA COVE 〕

case, Cheliax and Andoran can be exchanged for any two nations with a history of competing maritime interests.

PART ONE: INTO CHIMERA COVE

The adventure begins with the PCs' arrival on the outskirts of the village of Chimera Cove, a curiously deserted area as all but one of the village's residents are currently captives of hobgoblin soldiers in the boathouse. The one exception is Targas, the village outcast, who wastes no time in introducing himself to the PCs and recruiting them to help free the villagers. If they decide to approach by land (likely, since few merchant vessels are willing to brave the cove's waters and prefer to drop the PCs ashore well down the coastline), Targas finds their trail and tracks them down, greeting them in human form. If he spies the party approaching by ship, he does his best to catch their attention and flag them down while they're still some distance from the harbor.

TARGAS

hp 62; MM 170 (werebear)

CR 5

TACTICS

During Combat Targas is looking for aid, not a fight, but if the PCs attack him, he fights back in hybrid form with his greataxe, taking 2-point Power Attack adjustments.

Morale Targas initially fights out of frustration in discovering yet another challenge to the village, but he soon recovers his composure, shifts to bear form, and flees the encounter.

Targas returns a day later with two dire bears and three brown bears and attacks anything that stands in his way in his quest to liberate the village.

The PCs find Targas friendly and eager to talk, despite the massive axe he leans on. The werebear is a huge man with a shaggy brown head of hair, but his face is young and he knows nothing of the world 20 miles beyond Chimera Cove. He fell victim in his youth to one of Poltur's schemes and fled the village in shame when Poltur framed him for murder, at the same time exposing his secret of lycanthropy. Targas sizes up the party quickly, and unless they seem outwardly evil, he does his best to persuade them to assist him in liberating the village from its oppressors. He's

reticent to reveal his lycanthropy until he's sure he can trust the party, and unless pressed keeps it a secret until combat is imminent. Possible questions and answers for a discussion with Targas follow.

Who invaded the village? "Poltur. Son of the late Pelan and grandson of Pelastour, who founded this village. His disappearance was too good to be true. When he returned with a score of hobgoblin soldiers, the village was completely unprepared. He rounded up everyone, and his hobgoblins are still holding them in the boathouse. I think that they're still alive, but they must be nearly starving at this point."

How is it that you escaped? "I... am not exactly a member of the village anymore. I made the mistake of telling Poltur of my... family's secret. I should have known better, even then. Poltur killed a woman and made it appear as if I were the one responsible, and the elders believed I was guilty. I have lived as an exile since then, and pieced together the truth through years of watching, but I have not returned to the village. I think many of them know I'm here, and that the woman's death was not my doing."

What does Poltur want? "The islands' secret. There can be no doubt. I tell you this because the village has failed in its mission to watch over the islands and what they hold, and you may be the last remaining hope. The village elders tell each of us, when we reach our 13th summer, that the islands hold something dark and dangerous, and that it is our duty to watch over them and make sure the evil remains undisturbed. They likely know more. Poltur, as the grandson of the village's founder, probably knows more as well. That secret is undoubtedly what he seeks, but I have told you all I can offer of it."

Why haven't you freed the villagers yourself?

"Because I couldn't have managed it on my own.

Poltur left six hobgoblins behind when he sailed off to the islands. Two of them thought they would make a patrol of the village one night, looting whatever they chose, and I killed them. Now there are four. But four is still too many for me, when the villagers are within their reach."

What's in it for us? "If you've come to protect the secret, I think you'll need to speak to the village elders. But surely



you can't leave a town full of innocents to be slaughtered by monsters?"

Tell us more about Poltur. "He is a traitor, and completely reprehensible. Unfortunately, he's also quite a swordsman. Do not duel with him. He will kill you."

Why is this place called Chimera Cove? "The three big islands just off the coast. The Lion, the largest one, has a black cave mouth just visible at low tide. The Dragon is named for its nostrils: waves crash into the seaside and spray foam through channels high into the air, like the breath of a wyrm. The Goat has two massive boulders near its crest. Look out in the evening, and you can't help seeing it as a horned head rising up out of the water. Once upon a time, this place was home to numerous chimeras, but the settlers long ago drove away the last of them—at least as far as I know."

Targas is willing to work with the PCs in liberating the villagers and follows any reasonable directions. He points out the boathouse as the location where the hobgoblins are holding the villagers hostage. If the PCs decide to assault the boathouse without him, he'll watch from a distance, ready to intervene if it looks at all like the PCs might be losing or the villagers are in direct danger. He discourages the PCs from searching any of the other buildings, but this is less to conceal valuables or protect privacy than to focus on the issue at hand. If the PCs attempt to convince the hobgoblin soldiers that they are actually the expected reinforcements, Targas demands that their ruse draw away at least two of the soldiers, and preferably three, so that he can free the villagers once the PCs' scheme is underway. In no event will Targas accompany the PCs into the water, as he's unable to swim and prefers the cover of the woods. If shown the map and letter Poltur sent to Baron Vendikon, Targas can only add that "the Accursed" is not an appellation he's heard applied to Poltur before.

The buildings of Chimera Cove are modest, even appearing dilapidated from a distance, but all are sound and well-maintained where it matters. They are wooden, with stone chimneys and heavy thatch roofs. Windows are rare, uniformly small, and generally face away from the cove to avoid the worst drafts. Currently all of the buildings are empty with the exception of the boathouse. If the PCs take the time to explore the empty buildings, they find the necessities of a fishing and sailing life, but nothing of significant value. The folk of Chimera Cove lead a meager existence. A small, rickety pier holds one catboat and a dory; all of the other boats of the village are stored in the boathouse.

The Boathouse (EL 8)

This long and narrow building, easily the largest in the modest village, stretches sixty feet long and twenty-five feet wide. Simple wooden planks comprise its walls, unbroken by windows. While

its front entrance is at ground level, its far end extends out over a dropoff into the choppy waters of the cove, supported by thin wooden pilings. A narrow dock, tethered to the supports with stout lines, bangs back and forth against them in the chop below the overhang, and two of the pilings sport regularly spaced horizontal planks, which likely serve as ladders to allow access to the dock from the building. Apparently much of the floor of the extended section is open to the water below, as the keels of three boats, slowly swinging from side to side, are visible below the bottom of the building's walls. It appears that the villagers haul their boats out of the water when they are not in use, rather than trusting them to the waters of the cove.

When Poltur returned to Chimera Cove, he ordered his hobgoblin soldiers to round up the locals and hold them all here, at least partially because he knew how uncomfortable an extended stay in the boathouse would be, but also to force the hobgoblins to keep a sharp eye on the boats. When he set sail for the islands, he left six hobgoblin soldiers behind to guard the villagers and await reinforcements. While the hobgoblins were initially very confident, Targas killed the two who went out to patrol the village, and now the rest remain inside the large boathouse, much more vigilant. They've knocked out a few knots in the planks of the boathouse walls and regularly peer out, although their poor Spot checks make an unobserved approach by the PCs relatively easy.

The double doors of the boathouse—wide and tall enough for a boat to pass through—are barred (10 hp each, hardness 5, break DC 15). The wooden walls are 1 inch thick (10 hp per 5-foot-by-5-foot section, hardness 5). Climbing underneath the cantilevered section to enter through the opening in the floor requires a successful DC 25 Climb check, and climbing into a suspended boat from there requires a separate DC 10 Climb check. Listen checks made at the walls or doors hear the villagers talking quietly among themselves (wondering when starvation will take them and swapping fish stories of their wildest catches) on a DC 15 check; otherwise, nothing is audible over the sounds of the cove.

Nautical gear clutters the interior of this narrow building. The section closest to the door is full of benches and tables covered in tools and rope, and rolled-up sails and planks are stacked against the walls and in the rafters. Beginning 25 feet from the doors, the east side of the building is open to the waters of the cove below, and three boats hang above the opening from lines running through pulleys bolted to the rafters. Two of the boats are sailboats perhaps 12 feet in length, their masts stepped, while one is a simple 8-foot-long dory. The place smells of fish and tar, although the wind whipping past the open floor section ameliorates the stench somewhat.

Treat the entire space as difficult terrain, due to the many benches and items hanging from the rafters.

〔 TREASURE OF CHIMERA COVE 〕

Creatures: Two hobgoblin soldiers stand guard just inside the double doors and react quickly to any disturbance there. The other two watch the captive villagers, who are bound together into two groups of twelve and loaded into the suspended catboats.

HOBGOBLIN SOLDIERS (4)

CR 4

Male hobgoblin fighter 4

LE Medium humanoid

Init +2; **Senses** darkvision 60 ft; **Listen** +0, **Spot** +0

DEFENSE

AC 19, **touch** 12, **flat-footed** 17

(+5 armor, +2 Dex, +2 shield)

hp 38 (4d10+12)

Fort +7, **Ref** +3, **Will** +3

OFFENSE

Spd 30 ft.

Melee mwk flail +9 (1d8+5)

Ranged mwk javelin +7 (1d6+3)

TACTICS

Before Combat If the soldiers spot anyone approaching the boathouse, they alert their companions, gather 15 feet away from the front doors, and ready their javelins.

During Combat The soldiers use their flails to make trip attacks if they can engage unarmed opponents. If any of the soldiers are killed, one will threaten to send the hostages plummeting into the cove by cutting down a catboat if the PCs don't surrender (see Development below).

Morale If they appear to be losing and threatening the hostages doesn't work, the soldiers try to fight their way through the front doors, making trip attacks with their flails to get opponents out of their way. If only one soldier remains, he'll dive into the cove in desperation, hoping to make it back to shore and flee into the wilderness.

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **Grp** +7

Feats Iron Will, Power Attack, Stealthy, Weapon Focus (flail), Weapon Specialization (flail)

Skills Climb +6, Hide +1, Jump +6, Move Silently +5, Swim +2, Tumble +1

Languages Common, Goblin, Orc

Combat Gear one potion per soldier: *blur, cure moderate wounds, invisibility, spider climb*; **Other Gear** mwk breastplate, dagger, mwk flail, mwk heavy steel shield, mwk javelin (5), belt pouch holding coins worth 165 gp and five gemstones worth 100 gp each.

Development: The lines securing the catboats to the rafters are normal hemp rope (2 hp, DC 23 Strength check to break, AC 7). Cutting one line just causes the boat to droop, but cutting two sends the boat's contents spilling into the cove and leaves the boat hanging from one side. Although the villagers are all good swimmers, in their current state



(and bound together), they'll drown in 1d4+1 rounds without assistance. A DC 10 Use Rope check is required to lower a boat safely as a full-round action, but failing this check by 5 or more has the same effect as cutting two lines.

If the PCs attempt to convince the hobgoblins that they are the expected reinforcements, they'll find a receptive audience, as the hobgoblins are hungry, tired of watching the villagers, and anxious to have help against whatever it is out in the village that killed two of their troopers. If the PCs don't look like the expected reinforcements (a half-dozen troops and a priest of Norgorber) they'll need to address that discrepancy. Likewise, unless they came prepared, they'll need an explanation if they haven't brought along a holy symbol of Iomedae and 30 feet of silver wire. Otherwise, only the most out-of-character questions, answers, or actions (such as a request to untie the villagers) give the hobgoblins a bonus on their Sense Motive checks.

The hobgoblins' standing orders are to sail with the reinforcements out into the cove and lower the holy symbol



Designer Notes

RIDE THAT CATBOAT!

It's rare for PCs to take ranks in Profession (sailor) outside of a campaign with a strong nautical theme established on Day One, but few players enjoy seeing their mid-level characters fail at relatively mundane tasks, such as sailing a fisherman's boat, which is an entirely likely outcome here. As an alternative to using Profession (sailor) for the checks to make headway in the rough waters of Chimera Cove, consider allowing the PCs to substitute other skills with an appropriate penalty, as long as they can make a compelling case for it. A Ride check to pilot a catboat could carry a -5 penalty, for example. A more team-oriented option would be to have the PCs receive brief sailing instruction from the villagers, then require a successful DC 10 Dexterity check from the PC at the tiller and a successful DC 10 Strength check from the PC trimming the sails to maneuver the boat. The other PCs can lend a hand through aid another checks. Failed checks force all occupants to make a DC 5 Balance check or be thrown overboard. A third alternative would be to take one of the villagers, most of whom have between +5 and +8 as the bonus for their Profession (sailor), with them to work the lines.

of Iomedae on the 30 feet of silver wire into the water. They've been told that the concealed port will reveal itself at this point, and they need only sail in. However, they're very reluctant to go out on the water, since they observed Poltur's first attempt to access the port fail miserably, with his boat bashing against several rocks before he and most of the troops jumped overboard. (Poltur only uncovered the secret to expose the concealed port once inside.) The hobgoblins eagerly accept any suggestion from the PCs for all or part of their group to remain on shore, guarding the villagers.

The hobgoblins don't have much to say about Poltur, regarding him as a dangerous and capable leader, and they know nothing of the interior of the caves, having not been there. Repeated questioning on either of these topics allows the hobgoblins a new Sense Motive check against the PCs' ruse.

The villagers, 24 in total (all NG experts and commoners, none above level 3), are all alive but in poor condition. If the PCs present themselves as allies of Poltur and the hobgoblins, the villagers say nothing,

clinging to the hope that someone might still come to their aid. If the PCs defeat the hobgoblins and release them, the villagers are appropriately grateful and quiz the PCs on how they came to Chimera Cove and what they seek. Any mention of Targas causes momentary concern, but if the PCs explain that he asked them for aid or played any role in liberating the villagers, this new information, combined with lingering doubts over the murder he supposedly committed, leads to his quick exoneration, and welcoming him back into the fold becomes another reason for celebration. If he played a visible part in their liberation, they immediately embrace him.

The villagers are naturally tight-lipped about the secrets of Chimera Cove, but once the PCs let on that they already know something of it, the villagers begin to fill in the blanks. All of them know as much as Targas, and the three elders (all expert 3) know the full story of the *Terraken* and the ritual to expose the entrance to the concealed port: When a holy symbol of Iomedae is dropped into the center of the cove on 5 fathoms of silver line, seawalls rise up to connect the islands with the shore and with each other, and the water level in the enclosed cove gradually drops by 30 feet. The receding waters reveal a cave mouth in the Lion, normally hidden below the low-tide mark, which stands tall enough to allow the entry of a medium-sized ship. They also know that this cave mouth is the entrance to a network extending through all three islands. If asked, they admit that all of this is secondhand information, for none of them has actually been within the concealed port, as it is extensively trapped and very dangerous. If shown Poltur's letter to Baron Vendikon, they surmise that Poltur must have uncovered the ritual once inside the concealed port. Like Targas, they have never known Poltur to go by the sobriquet "the Accursed."

If the PCs do not have a holy symbol of Iomedae or 30 feet of silver line, the village elders can provide them, pulling them out of a well-disguised cranny in one of the village's stone chimneys.

Of the three boats suspended in the boathouse, one catboat and the dory are in serviceable condition. The other catboat was damaged during Poltur's journey to the islands and requires significant repairs to be made seaworthy. Two oars propel the dory. The catboat's mast has been taken down and must be raised to use the sails, although it also has a pair of oars.

Dory: Hardness 5, AC 4, hp 30. With two rowers, the dory moves at 10 feet per round. It can hold no more than four Medium occupants, with each Small occupant counting as half a Medium occupant.

Catboat: Hardness 5, AC 3, hp 45. The catboat can be rowed at 5 feet per round or sailed at 15 feet per round in the strong winds of the cove. It can hold no more than eight Medium occupants, with each Small occupant counting as half a Medium occupant.

〔 TREASURE OF CHIMERA COVE 〕

Into the Water (EL 9)

With information on the concealed port's location (whether from the hobgoblin "allies" or the village elders) and the ritual to expose its entrance, the PCs are ready to brave the cove itself. The three closely spaced rocky islands are linked to the shore and each other by jagged reefs lying at most 10 feet below the low tide mark, making navigation into and out of the cove exceedingly dangerous, and even travel within the cove has its perils.

Lowering a boat into the water from the boathouse is a straightforward matter with the help of the villagers. Otherwise, unless one of the PCs has ranks in Profession (sailor) or Use Rope, it is awkward and nerve-wracking, but not hazardous. Likewise, the scanty ladders on the pilings and the heaving dock are frightening to the uninitiated, but won't send PCs spilling into the cove.

The waters of the cove are genuinely dangerous, however, being choppy and subject to strong and variable winds. If a character with ranks in Profession (sailor) takes the helm of either boat, a DC 5 check indicates safe headway. If this check is failed, the other occupants must each make a DC 5 Balance check or be thrown overboard. No further checks are necessary in this case. If no one onboard has ranks in Profession (sailor), each occupant must make a DC 5 Balance check each minute to avoid going overboard. Receiving instruction in the boat's operation from the villagers gives a +2 competence bonus on all checks. The hobgoblins are unskilled at boating and become nervous if the situation becomes precarious.

Once the PCs are underway, they experience just how violent this small body of water can be. The hard and frequent chop of the cove sets the boat heaving, and swirling winds marshal salt spray to send it slashing at exposed skin. Through ribbons of fog careening across the waves, the three islands just off the coast appear, now looming over the cove.

Although the villagers instruct the PCs to lower the holy symbol of Iomedae on 5 fathoms of silver line in the "center" of the cove, the ritual will function correctly as long as the drop occurs at least 100 feet from shore or any of the islands. Performing the ritual precipitates the following change.

Almost immediately, the winds and waters calm. The spray gradually ceases and waves that were crashing against rocks now lap placidly against them. Although the fog remains, where gaps between the shore and the islands were once visible leading out to the open sea, now stone seawalls are visible, slowly rising. It quickly becomes clear that the seawalls only rise a short distance and thereafter it is the water level in the cove that starts to fall. More and more of the steep, rocky sides of the islands become visible, until the three islands appear as a single connected mass. The retreating water leaves the dock below the village's boathouse lying in muck. The southwestern face of the largest island reveals a large cave mouth below the low-tide mark.

BOATING WITH MAGIC

Seventh-level characters have access to magic that makes reaching the hidden harbor safer or even easy. *Levitate* can make any piece of junk into an oar-powered raft that can hold nervous swimmers. *Floating disk* can easily carry a person along the water's surface. *Fly*, *freedom of movement*, *gaseous form*, and *air walk* allow for easy travel through or across the water. *Water breathing* and *water walk* affect multiple creatures. Summoning spells can bring creatures to help the PCs swim or even pull a boat, and *alter self*, *polymorph*, and *wild shape* allow casters to do the same.

Don't force the players to use a boat if they can create their own solution. However, they still need to perform the ritual to lower the water level in the cove, otherwise the cave harbor is completely flooded (which adds to the hazards in that area).

Once the seawalls have risen, the water level in the cove drops by 1 foot per round until it is 30 feet below its normal level. This change is the work of enchantments controlled by a water elemental located within the islands in a chamber known as Fluxhold (area 11). The monster, magically bound into this chamber to help power the dungeon's mechanisms, uses a scrying pool in Fluxhold to observe the cove and make these changes in response to predetermined signals (such as the lowering of the holy symbol on silver wire).

The water remains at the lowered level for 200 minutes, and then returns to normal as quickly as it dropped. The water level in the cove falls evenly—unlike the typical application of *control water*, this rapid and repeated use across the cove creates no noticeable depressions. The water in the entire cove radiates an aura of moderate transmutation magic for the duration of this effect.

Creatures: The Inner Sea is home to the Hand of the Deep, a rare breed of giant octopus that has evolved a paralytic poison in its tentacle suckers. The Hands are even more aggressive than the typical giant octopus, and superstitious sailors have named them for their tendency to pluck single crewmembers from the edges of ships' decks and whisk them beneath the waves as if a god were neatly removing the doomed from the world's stage. One of these monsters has recently made the reefs of Chimera Cove its home. If the PCs perform the ritual to lower the water level in the cove, it oozes out of its nest and back into the cove when the receding water level leaves it high and dry (DC 20 Spot check to notice), and investigates the intruder in its territory.

Fighting in a small boat is difficult, even in calm waters. Anyone standing in a boat is effectively balancing, which



means they are flat-footed unless they have at least 5 ranks in Balance or Profession (sailor). Anyone who takes damage while standing must make a DC 10 Balance check to remain standing. An alternative to the Balance checks is to fight while prone, although this carries the usual -4 penalty to melee attacks.

HAND OF THE DEEP

CR 9

hp 47; **MM** 276

As giant octopus except:

Melee 8 tentacles +10 (1d4+5 plus poison) and bite +5 (1d8+2)

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d3

Dex, secondary damage 1d3 Dex. The save DC is Constitution-based.

A Hand of the Deep lacks the ink cloud special quality of the typical giant octopus.

TACTICS

Before Combat The Hand of the Deep approaches the boat swimming 10 feet below the water's surface. If the PCs noticed the octopus enter the water and are actively watching for it, allow them a DC 10 Spot check to notice when it draws within 20 feet; otherwise the Spot check DC is 25.

During Combat The Hand of the Deep begins combat beneath the boat, reaching up with its tentacles (on either side, if the boat is small enough). This means the occupants of the boat have cover against attacks from the Hand, and its body has cover against their attacks. Sunder attacks against the creature's tentacles are resolved normally. The Hand divides its tentacle attacks evenly among every opponent it can reach.

Morale If a creature in the grasp of a tentacle goes limp, the Hand of the Deep assumes its poison has paralyzed the creature, and it retreats with its prize to enjoy its meal. If it loses four or more tentacles, it immediately retreats using its jet special quality, fleeing the cove entirely. If the PCs do more than 25 points of damage to it in a single round, the Hand pulls back its tentacles (forcing the PCs to attack its body if they wish to continue combat) and uses a withdraw action to retreat safely; on its next turn it uses its jet ability to escape the battle.

Development: If the PCs have any of the hobgoblin soldiers with them and fail to make an effort to help a soldier in the grasp of a tentacle, they'll have a mutiny on their hands once the combat with the Hand of the Deep ends; a successful Intimidate check averts it.

If the PCs' boat takes more than half of its hit points in damage from the Hand of the Deep, a successful DC 5 Profession (sailor) check is required to maneuver afterward. If this check fails, the other occupants must each make a DC 5 Balance check or be thrown overboard. No further checks are necessary.

If the boat is reduced to 0 hp, it is sinking, and will be completely underwater in 10 rounds. If any of the PCs

〔 TREASURE OF CHIMERA COVE 〕

have ranks in Profession (sailor), Craft (shipbuilding or any woodworking craft), or Knowledge (architecture and engineering), treat the boat as a disabled or dying creature and allow the PC to make a check to stabilize the boat as if the relevant skill were the equivalent of Heal. A PC may use *mending* to stabilize the boat, and *wood shape* restores 2d8 hit points. A stable boat can only travel at half speed and requires at least one occupant to spend a standard action each round bailing water.

XP award: Award the PCs a 25% bonus for defeating the Hand of the Deep due to the difficulty of fighting from the precarious position of a small boat.

PART 2: THE SEA CAVES

As the PCs arrive, Poltur doesn't know exactly where the *Terraken* is or how it is constrained, but he's determined to find out. While he waits for reinforcements, he explores the one intact ship in the port, the *Silver Reign*, a Chelish merchant ship. Pelastour rightly suspected that this ship was trapped when he easily captured it during his raids against the Chelish, and he carefully towed it here intending to examine it at a later time—one which never came, as he died battling the *Terraken* a few weeks later. The *Silver Reign* isn't a passive trap; the hellcat Zasril has been bound to it, and must remain onboard until it has coaxed the right prey into the snare in the ship's hold. Through its telepathy, Zasril learned a great deal about the port in the brief time before the underground tunnels were abandoned. Although Poltur and Zasril have had several conversations, Poltur had nothing to give Zasril in exchange for the information he wanted—until the PCs arrived. The party would make ideal victims for Zasril, if they could be convinced to board the ship. Meanwhile, Pelastour's ghost watches Poltur in disgust, berating him for his treachery and scaring the hobgoblins, but unable to convince his grandson to change his mind.

If the PCs have performed the ritual to raise the seawalls around the cove and lower the cove's water level, it is a simple matter to sail into the port. Of course, lowering the water level alerts those within the port as well. If the PCs choose instead to search for the cave without performing the ritual to calm and lower the cove's waters, they'll need to sail close to the shore of the Lion to reconnoiter. A DC 10 Profession (sailor) check is required for any travel near the shore of any of the islands while the waters remain rough. Failing this check sends the boat crashing into the rocks, doing 2d6 points of damage to the boat and requiring each occupant to make a DC 10 Balance check or be thrown overboard. The current tide level effects the degree of difficulty in locating the submerged cave mouth. The total tidal surge in Chimera Cove is 15 feet. At low tide, when the PCs need only peer through the rough surface water and the trough of a large wave might expose the top of the mouth, the Spot check DC is 10. At

high tide, with the top of the cave submerged below 15 feet of water, the DC is 30. Exceeding either check by 5 notes blood in the water around the cave mouth. A subsequent DC 10 Survival check finds that someone is chumming the waters with fish entrails. Swimming into the cave at low tide requires a DC 10 Swim check, while diving deep to enter at high tide requires a DC 15 Swim check.

Dungeon Features

The concealed port consists of many natural caverns connected by canals (some now dry) created by repeated castings of *transmute rock to mud* (with the resulting mud washed away into the sinkhole of the oublie). Some of the caverns were expanded in the same manner. As the spells were cast years ago, there are no lingering magical auras. Typical chambers within the port have stone walls, floors, and ceilings. Some of the rooms contain standing bodies of salt water, and many others are moist, resulting in slick surfaces. There is no natural light within the port, and few spaces are lit by other means.

A *wish* spell cast from a scroll by Pelastour's mage blocks all divination attempts to locate creatures and objects within the hidden port.

1. The Cave Harbor (EL 7)

The appearance of this space depends upon whether the PCs have performed the ritual to lower the water in Chimera Cove. If the PCs have lowered the waters, the appearance is as follows; if not, the water is 30 feet higher and the description changes accordingly, with the doors partially submerged.

This huge stone cavern reaches over one hundred and fifty feet back into the heart of the rocky island. The murky waters of the cove cover the cavern's floor to a depth of at least fifteen feet. The space is alive with the sounds of dripping water, and the walls glisten where just a short time ago they were submerged. Barnacle colonies dot the walls, and seaweed hangs limply elsewhere. While the arch of the cave mouth stands thirty feet above the water, the roof of the cavern rises as it runs into the island, reaching a height of at least seventy feet at its far end. Likewise, while the cave mouth is only thirty feet wide, the cavern expands to several times that as one enters. To either side of the cave mouth, stone ramps five feet wide rise out of the water and cling to the cavern walls, gradually rising upward to end at a height of thirty-five feet at the far wall. At that wall the west ramp opens into another chamber from which faint light emanates. Thick ropes hang into the water here and there, some anchored to rusting cleats set into the walls, others lying in loose coils.

Dominating the far wall are gigantic wooden double doors, twenty-five feet in height and forty feet in width, composed of planks which could be ships' timbers and are heavily reinforced with rusting steel. The top of the doors are flush with the top of the wall, while the bottom is ten feet above water level. The many

barnacles indicate the door is typically submerged to a depth of twenty feet. No hinges are visible, making it appear the doors open inward.

Standing atop the far wall to either side of the giant doors is a pair of wooden and steel contraptions which resemble small siege engines. A stout wooden base supports a pivoting mechanism enclosing an open chute ten feet long and one foot in width, with attached gears used to adjust the angle of the chute.

Fifty years ago, when Pelastour covertly sailed the *Scythe* to his concealed port here, he and his crew would follow a multi-step process to secure his vessel. After entering the cove, he performed the ritual to lower the water level and waited for a launch to emerge from the exposed cave to bring mooring lines. The ship was then hauled through the cave mouth into the hidden harbor and set adjacent to the lock doors. The cove water level would eventually rise back to normal, as would the waters within the cave harbor. With the water level equalized to that in High Port, the lock doors were opened, and the ship was tied up in High Port, free of tidal influences. From there, the doors could be closed and the water level in the lock drained to lower the ship down to the level of the Lower Canal to give access to the storage spaces under the Dragon and the oublie under the Goat.

The stone ramps, used by the port's longshoremen when pulling ships into the port and roughened to improve footholds, are nonetheless quite slick thanks to the build-up of decades of marine slime. Treat all normally submerged sections of the ramps as lightly slippery surfaces for movement purposes. Likewise, any portions of the cave walls or lock doors that are normally submerged are equivalent to slippery surfaces for the purposes of Climb checks. The ropes in the cave were used for hauling and securing ships, and are too thick and stiff to use for anything more precise, such as binding a creature of less than Huge size. Given the need to maneuver ships within the cave, the water is quite deep: with the cove's waters lowered, there is still 15 feet of water in the cave, and under normal circumstances, the water is forty-five feet deep. The faint light visible beyond the doors comes from the *continual flame* spells cast on the mast of the *Silver Reign* in High Port.

The contraptions to either side of the lock doors are "drop-scorpions"—defensive measures for the port devised by one of Pelastour's engineers. Similar in principle to a catapult, the drop-scorpion relies on gravity more than torsion to propel a boulder against a target, allowing its operator to drop boulders at very short range with some accuracy by adjusting the angle of the chute. While gravity does the majority of the work, there are loops of sinew within the mechanism to provide extra power, and these loops must be cranked into position before each shot. Treat the drop-scorpion as a ballista

with the following exceptions: it has no range increment (the cavern is smaller than its effective range increment) and it does damage as a light catapult (including determination of location of misses). As normal for a ballista, a creature of Medium size takes a -4 penalty on attack rolls and requires two full-round actions to reload the drop-scorpion. The drop-scorpion's dependence on gravity to propel its boulders makes it ineffective against targets less than 20 feet below it, which renders it useless when the cove's waters are at their usual level. Each drop-scorpion has 10 stones stacked at its base.

Drop-scorpion: hardness 5, hp 30.

The lock doors are 6 inches thick with steel reinforcements. Five-foot-wide walkways allow passage up to the doors. The doors received magical treatment for extra strength, and a separate magical effect makes them watertight. They only open inward. Levers at either side of the lock allow the doors to be opened when the water level on both sides is equal (it is the responsibility of the elemental in Fluxhold to adjust the water levels as necessary, and it observes the area through its scrying pool, waiting for someone in the room to give the command). The doors can be operated without the need for a check, although the two levers must be operated simultaneously. Breaking the doors or destroying a 10-foot-by-10-foot section while the water levels are unequal sends the waters of High Port (area 2) flooding down into this chamber, and any creature below the ledges to either side of the lock doors when this occurs must make a DC 20 Reflex save or take 2d6 points of damage, as well as be washed into the water if they were located on a section of stone ramp or aboard a boat in the water, or moved 20 feet away from the doors if they were in the water already. A successful save indicates half damage and enables the creature to maintain its position. Bursting the doors open completely produces a flood so powerful that the *Silver Reign* is swept into this cavern and crashes into the far wall of the cavern (this does not sink the ship or damage its occupants, however).

Nautical lock doors: hardness 10, hp 45 per 5-foot-by-5-foot section, Break DC 50, +8 save bonus against spells that could affect it.

Creatures: Three hobgoblin soldiers stand watch here, alternating shifts with the three in the guardroom (area 3). If the PCs have performed the ritual to lower the waters of the cove, the hobgoblins are alert and waiting for the expected reinforcements to sail into the cavern. All three position themselves near the bottom of the stone ramps encircling the room, one on the south ramp and two on the north, standing ready to throw lines to a boat and assist in securing it. If the PCs don't look like the expected reinforcements, these hobgoblins are skeptical but still susceptible to deception. Modify the hobgoblin's Sense Motive checks as follows.

〔 TREASURE OF CHIMERA COVE 〕

+10	No hobgoblins with the PCs
+6	Each hobgoblin lost in the fight with the Hand of the Deep (provided any survive to tell of it)
+4	Hobgoblins received what they consider inadequate support from the PCs in the fight against the Hand of the Deep
+2	The PCs' boat is clearly damaged (beyond 50% of its hit points)
-4	Each hobgoblin in the boat
-6	PCs bear the correct items (silver wire, etc.)
-10	Each hobgoblin life saved directly by a PC

The hobgoblins are upset if their reinforcements damage the *Silver Reign*, as that makes their own eventual departure that much more dangerous, as well as likely annoying Poltur. PCs swimming into the cavern without a boat are attacked immediately, unless a hobgoblin precedes them giving advance warning of their arrival. Also, PCs who sail in unaccompanied and without some immediate attempt to establish that they are the expected reinforcements are attacked immediately.

As the PCs arrive, the hobgoblins are spearfishing with their javelins from the top of the lock doors. The hobgoblins have chummed the water immediately beneath them with entrails from earlier catches, and this area holds their attention. Each hobgoblin has tied a thin line to the head of one of his javelins, which gives it a -2 penalty to attack rolls and cuts its range increment to 10 feet. However, as the weapon closest to hand, they still use these javelins for their initial ranged attack.

HOBGOBLIN SOLDIERS (3)

CR 4

hp 38; as described on page 7 except:

Combat Gear one potion per soldier: *bull's strength*, *levitate*, *resist energy (fire)*

TACTICS

During Combat Two of the hobgoblins throw their javelins at invaders from the safety of the stone ramps, waiting for their opponents to come to them. The third runs up the ramp to man one of the drop-scorpions and fires at the invaders' boat as long as it is occupied, otherwise throwing javelins at opponents.

Morale The hobgoblins know Poltur would never forgive them for any failing, so they won't retreat to High Port

under any circumstances. If only one hobgoblin is left alive and the water is at its lowered level, he'll dive in and attempt to swim out.

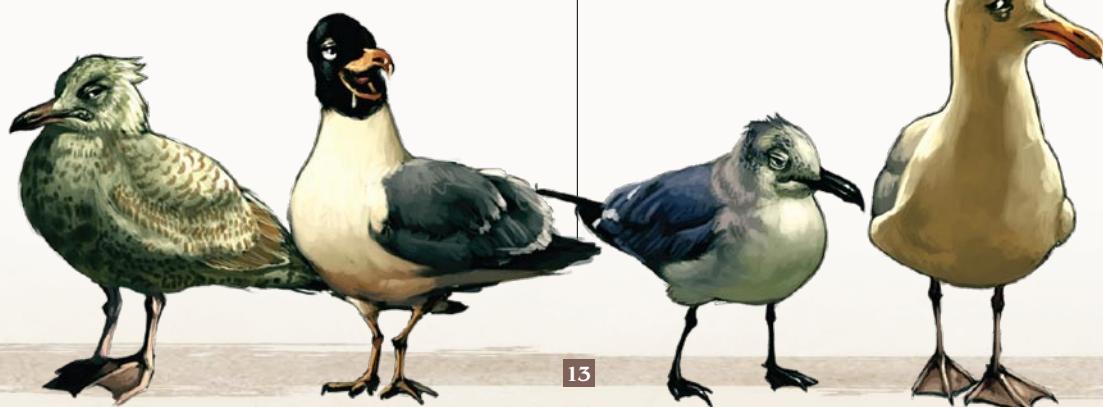
Development: Searching the waters of the cavern reveals the remains of the *Scythe* lying on the bottom. A DC 10 Search check locates planks and timbers from a black-hulled ship, while beating this check by 10 notices that giant claws inflicted much of the damage (the work of the *Terraken*). The survivors removed the remains of the crew before fleeing to found the village of Chimera Cove, leaving no additional clues in the cavern.

2. The High Port (EL 9)

Six *continual flame* spells on the mast of the *Silver Reign* illuminate the deck of the ship and make it visible at a distance, but don't provide any useful lighting elsewhere in the cavern. The following description presumes the water level has been lowered.

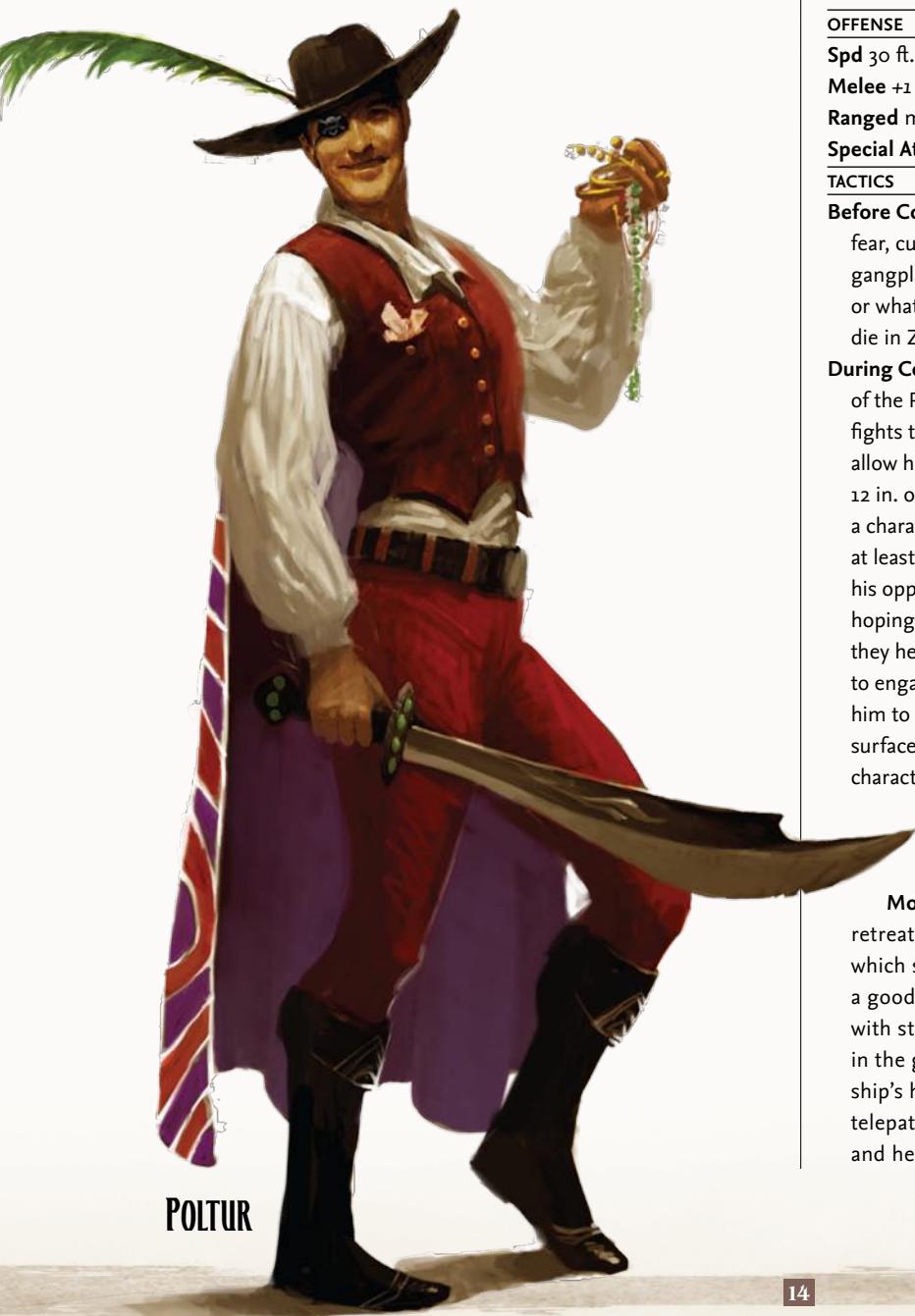
This cavern is only slightly smaller than the previous one, measuring over a hundred feet long and nearly as wide, with a natural stone ceiling over forty feet above. Aside from a twenty-foot-wide flat stone shelf running along the northwest wall of the cavern and a much narrower shelf to the southeast, the cavern is filled with perfectly still water, forming a most unusual port, with a fully intact fifty-foot-long ship expertly tied to the stone pier, and a narrow gangplank leading aboard. There are no signs of activity on the ship beyond flickering, unnatural light at half a dozen points on the mast, clearly the product of magic. A plaque near the bow reads "Silver Reign." The dockside is relatively bare beyond a plenitude of rope. The water is contained at the far end by a low wall with open space beyond; like the previous cavern, the ceiling of this one extends even further into the island, angling steeply downward past the low wall as the floor drops off into some unseen space.

The *Silver Reign*, a Chelish merchant ship retrofitted as a trap to exact revenge on Pelastour but never sprung, sits intact within High Port after fifty years, a testament to Chelish shipbuilding and the inactivity in this chamber. Beyond the low wall at the far end of the chamber is a sheer drop 90 feet down to the bottom of the Lower Canal. Chiseled into the northern wall is a very steep set of stairs (DC 10 Climb check to descend), winding down to a ledge alongside the canal. Wooden posts and rope rails



once bordered the stair, but the battle with the *Terraken* damaged them, and they fell into the canal long ago.

Creatures: Poltur stands on the pier at the end of the gangplank in telepathic discussion with the *Silver Reign's* bound guardian, the hellcat Zasril, when the PCs arrive. He wants the *Terraken's* location, but Zasril demands something in return—specifically, mortal creatures to die in the traps in the ship's hold and thereby release Zasril from its interminable servitude. While the thought of sacrificing his hobgoblin troops has occurred to Poltur, he'd like to wait at least until reinforcements arrive to round out their number. If the PCs arrive or he hears the sounds of combat from the harbor, Poltur thinks swiftly on his feet and offers them to Zasril instead of his own troops, quickly attempting to lure the PCs onto the ship.



Poltur is a tall, tanned man in his thirties with a black eyepatch over his right eye. He wears the flashiest clothes available in Piren's Bluff, an extravagance he allowed himself after selling his family honor to Baron Vendikon. Despite the garishness of his outfit, his every movement conveys a precise sense of balance.

POLTUR

CR 9

Male human rogue 3/fighter 4/duelist 2

NE Medium humanoid

Init +6; **Senses** Listen +10, Spot +10

DEFENSE

AC 19, touch 17, flat-footed 13

(+2 armor, +1 deflection, +4 Dex, +2 Int)

hp 64 (3d6 + 6d10 + 18)

Fort +8, **Ref** +12, **Will** +3

Defensive Abilities canny defense, evasion

OFFENSE

Spd 30 ft.

Melee +1 keen rapier +14/+9 (1d6+4/15-20)

Ranged mwk hand crossbow +13 (1d4/19-20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat Once combat seems imminent, Poltur feigns fear, cursing the PCs while slowly retreating onto the gangplank. He has no qualms about confirming who he is or what he's after, assuming it won't matter when the PCs die in Zasril's traps.

During Combat Poltur can't resist a good sword fight. If any of the PCs pursue him onto the gangplank, he happily fights them there, expecting that the narrow surface will allow him to make sneak attacks (walking on a surface 12 in. or less in diameter requires a Balance check, and a character is flat-footed while balancing unless he has at least 5 ranks in Balance). If this works too well, forcing his opponent to retreat, he flees into the hold of the ship, hoping the PCs will follow, throwing in some taunts if they hesitate. In general, Poltur looks for any opportunity to engage an opponent in melee in such a way as allows him to sneak attack, whether it be fighting on a narrow surface, climbing in the ship's rigging or ladders (climbing characters lose their Dexterity bonus to AC), or flanking with an ally (such as his soldiers, the hellcat, or the mimics belowdecks). If surrounded, Poltur uses Whirlwind Attack to engage all of the PCs at once.

Morale Poltur's intention in this encounter is to retreat into the ship's hold with the PCs in pursuit, which satisfies Zasril's bargain, and only the promise of a good duel will delay him. If he's unexpectedly faced with strong opposition, he calls out for the hobgoblins in the guardroom (area 3). If the PCs pursue him into the ship's hold, he retreats up the opposite ladder, receives telepathic instructions from the hellcat, leaves the ship, and heads down to the Lower Canal.

〔 TREASURE OF CHIMERA COVE 〕

STATISTICS

Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 8

Base Atk +8; Grp +9

Feats Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack

Skills Balance +16, Bluff +5, Climb +13, Escape Artist +12, Hide +10, Jump +15, Listen +8, Move Silently +10, Perform +3, Spot +8, Swim +8, Tumble +16

Languages Aquan, Common, Draconic

SQ trapfinding, trap sense +1

Other Gear bracers of armor +2, gloves of dexterity +2, ring of protection +1, +1 keen rapier, cloak of resistance +1, mwk hand crossbow and 10 bolts, dagger, potion of cure serious wounds, belt pouch holding coins worth 100 gp and six gemstones worth 50 gp each

THE GHOST OF PELASTOUR

CR 7

Male human ghost bard 3/fighter 2

CG Medium undead (augmented humanoid, incorporeal)

Init +6; Senses darkvision 60 ft.; Listen +9, Spot +9

DEFENSE

AC 17, touch 17, flat-footed 15 (manifest)
(+5 deflection, +2 Dex)

hp 35 (5d12+3)

Fort +4, Ref +5, Will +6

Defensive Abilities incorporeal, turn resistance +4, undead traits

OFFENSE

Spd fly 30 ft. (perfect)

Melee corrupting touch +6 touch (1d6)

Special Attacks bardic music (3/day, countersong, fascinate, inspire competence, inspire courage +1), corrupting touch, manifestation, telekinesis (DC 16)

Spells Known (CL 3rd)

1st (3/day)—*animate rope* (DC 16), *lesser confusion* (DC 16), *silent image*
0 (3/day)—*dancing lights*, *ghost sound*, *mage hand*, *message*, *open/close*, *prestidigitation*

TACTICS

During Combat The ghost briefly manifests when Poltur retreats from the PCs and regards them for a round before disappearing. At this point, it is uncertain whether the PCs can be trusted to do what Poltur will not. It periodically manifests for a round or two if Poltur is drawn into an extended combat, neither interfering nor responding to attempts to communicate. Pelastour does not attack the PCs or aid them in battle against Poltur.

Morale The ghost ends its manifestation if turned.

STATISTICS

Str 13, Dex 14, Con —, Int 10, Wis 12, Cha 20

Base Atk +4; Grp +5

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Perform), Toughness



Designer Notes

AN UNTIMELY END

Although the deck is stacked in Poltur's favor to make a clean getaway from the PCs in their first encounter, PCs are famous for their ability to do the unexpected. If they manage to kill Poltur, his death, as the last of his line, frees Shirqual, the water elemental, from its service in Fluxhold, resulting in the flooding of theoubliette and the eventual release of the *Terraken*. Pelastour's ghost manifests as Poltur expires. It tells the PCs the situation is now even worse and the "treasure" will be released in less than an hour, quickly explaining what it is and its history if asked. The PCs still need to trek through the tunnels (although there will be no combat with the elemental in Fluxhold) and get to theoubliette to stop the *Terraken*.

Skills Bluff +11, Concentration +6, Hide +16, Intimidate +11, Knowledge (geography) +6, Listen +9, Move Silently +8, Perform (sing) +14, Profession (sailor) +7, Search +8, Spot +9

Languages Common

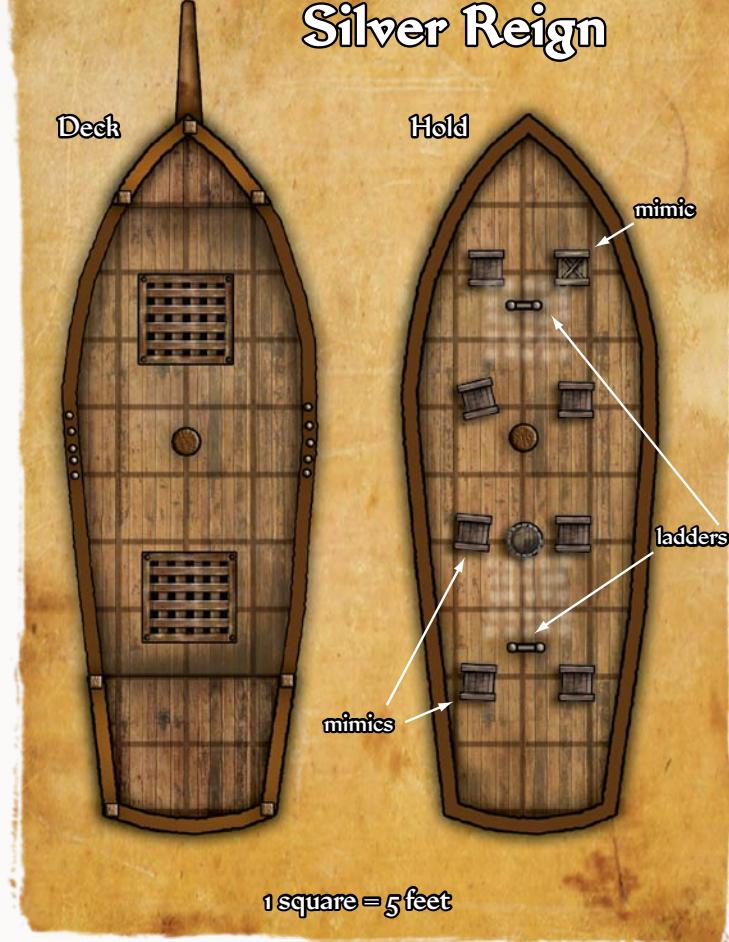
SQ bardic knowledge +3, rejuvenation

Development: If the PCs have reached this point under the guise of reinforcements sent by Baron Vendikon, Poltur barely looks twice at them before ordering them to perform one simple task for him: they must go into the hold of the ship and bring back any valuables. He offers no more information and accepts no excuses, threatening the PCs with swift punishment if they delay. The only information which will break Poltur's stride is news of Baron Vendikon's death, which piques his greed and sends his mind off in a search of other potential buyers for the *Terraken*. However, he quickly comes back to the present and again demands that the PCs enter the ship's hold. Refusal leads to combat, and Poltur retreats onto the ship as a lure to draw the PCs after him.

In return for the gift of the PCs as sacrifices to Zasril aboard the *Silver Reign*, the hellcat tells Poltur how to access Fluxhold (area 11), from which much of the interior of the concealed port is visible via the scrying pool. Whether Poltur lures the PCs onto the ship or orders them there, as soon as he has this information on Fluxhold, he makes for the Lower Canal and the secret passage to the cave complex's heart.

XP Note: Although Poltur is a dangerous opponent, he does not intend to put himself at serious risk at this

The Silver Reign



time; therefore, driving him to retreat is a much less significant accomplishment than it would otherwise be. It is not completely irrelevant, however, as the PCs are likely to expend some resources against him before being delivered into Zasril's trap. If the encounter ends with Poltur's escape, treat it as an EL 7 encounter. Because Pelastour's ghost does not enter this fight, it is irrelevant to the EL.

The Silver Reign

The deck of this ship is completely bare under the flickering supernatural lights attached to the mast, with shadow-nets cast through the rigging dancing across the planks. Two hatches, each with a steep ladder, stand open to the hold below.

The *Silver Reign* is in remarkably good condition given its long stay here in the High Port, appearing as if it sailed in just weeks ago instead of decades. Six *continual light* spells, cast at various heights on the mast, illuminate the ship's deck.

The Ship's Hold (EL 9)

The majority of the ship's interior is a single empty cargo compartment, broken only by two rows of thick stanchions and a ropeless windlass in the center of the deck.

Six more *continual light* spells cast on the ship's beams illuminate the entirety of the hold.

Descending a ladder into the hold is typically a full-round action, during which the climber is flat-footed. A DC 10 Climb check is necessary to descend a ladder as a move action (although the normal effects of Climb checks apply, including loss of Dexterity bonus to AC while climbing and the need for an additional check if the climber takes damage while climbing). Of course, it is possible to simply jump into the hold, a fall of 10 feet.

Creature: Zasril, the guardian of the *Silver Reign*, is a hellcat bound to the ship until at least eight "significant" humanoids (meaning 4 or more HD each) have died in its hold. Among other things, it has learned of Fluxhold and the scrying pool used there by the water elemental. In the long years before Poltur's arrival, it had nothing to do but maintain the ship, and it has greatly enjoyed bargaining with Poltur over the last few weeks. If the PCs spend more than a few minutes in High Port, it might observe them from the deck via its invisible in light special quality, but if they approach the ship it moves to the hold to wait, instructing Poltur to lead them to it.

The hold also contains three mimics, disguised as crates. Poltur may be here as well, at least temporarily, if he personally lures the PCs into the hold.

ZASRIL

CR 7

hp 60; MM 54 (hellcat)

TACTICS

Before Combat Zasril attempts to move into the most advantageous position possible prior to combat, cloaked by its invisible in light special quality.

During Combat Zasril guides the mimics via telepathy, having them attack when the party is spread thin. It moves around the mimics and PCs to attack the physically weakest opponents, preferably with a pounce if it can maneuver to make a charge.

Morale Zasril is bound to the ship and cannot leave until the conditions of its service have been satisfied. It flees to the deck if reduced to less than 20 hp, and if pursued there, offers to tell the PCs what it told Poltur of Fluxhold and gaining access to it. Under no circumstances other than magical compulsion does it tell the PCs of the trapped treasure in the stanchion, its reward for completing its service.

MIMIC (3)

CR 4

hp 52; MM 186

〔 TREASURE OF CHIMERA COVE 〕



TACTICS

During Combat The mimics are spaced to flank opponents from their initial positions. They obey Zasril's telepathic orders.

Morale The mimics fight until destroyed.

Trap: The ship's treasure, protected by poison gas (harmless to Zasril), is hidden within a secret compartment in one of the stanchions, 6 feet high and a foot in diameter.

BURNT OTHUR VAPOR TRAP

CR 7

Type mechanical; Search DC 21; Disable Device DC 21

EFFECTS

Trigger location; **Reset** repair

Effect gas; multiple targets (all targets in a 10-foot-by-10-foot space); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con)

Treasure: The Chelish thaumaturgist who bound Zasril to the *Silver Reign* promised it a set of objects of great value to a certain pit fiend in exchange for its service. The +1 composite longbow (+2 Strength bonus) and four +1 holy alchemical silver arrows (stored in a quiver stitched with silver wire worth 250 gp) hidden in the stanchion once belonged to the arcane archer Balanbas. She peppered this particular pit fiend with enough of her arrows to

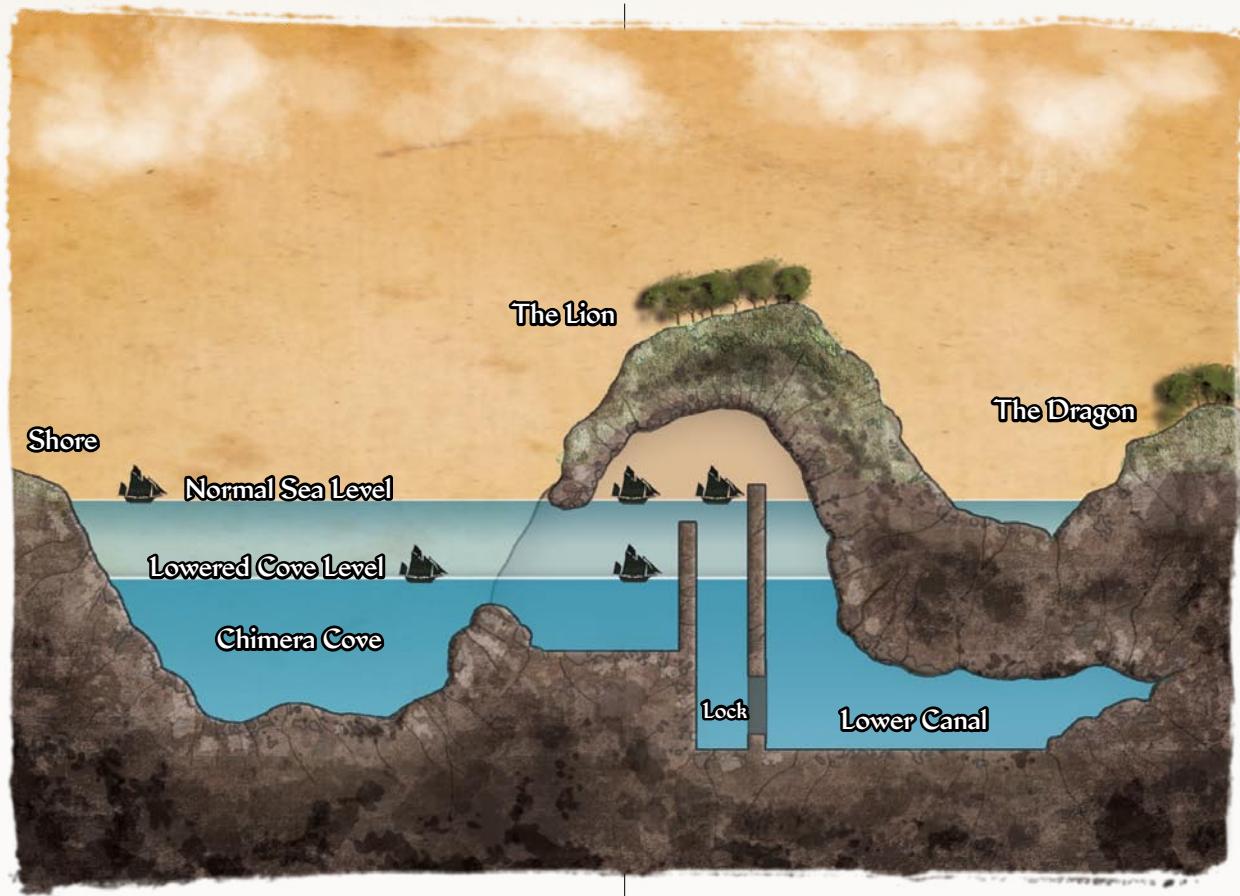
make a lasting impression. Zasril hopes to gain the pit fiend's favor by giving him the chance to personally destroy these mementos of his adversary.

Development: If Poltur flees into the hold, he does so with a jump, avoiding any damage with a successful DC 15 Tumble check. He then readies an action to attack anyone coming down the ladder. Once at least two PCs are in the hold, he runs to the other ladder and ascends, and Zasril times its attack to its best advantage, their bargain complete.

3. Guardroom (EL 7)

This chamber was likely a barracks long ago, judging by the rotting bunks, chairs, chests, and weapon and armor racks. Someone has culled the worst of the furniture and tossed it toward the northern wall, while it looks like the remaining pieces have seen recent use.

Creatures: The three hobgoblin soldiers here alternate watch shifts with the three in area 1. Unless they've been alerted by loud noises (such as the operation of the drop-scorpions in area 1 or yells from Poltur in area 2), they are resting here without their armor. When responding to Poltur, they don their armor hastily (requiring one minute);



otherwise, they take the time to don it normally (requiring four minutes).

HOBGOBLIN SOLDIERS (3)

CR 4

hp 38; as described on page 7 except as follows:

DEFENSE

AC 14, touch 12, flat-footed 12 (unarmored)
(+2 Dex, +2 shield)

AC 18, touch 12, flat-footed 16 (hastily donned armor)
(+4 armor, +2 Dex, +2 shield)

TACTICS

Before Combat If noise from other areas alerts the hobgoblins, they hastily don their armor, then listen at the door before exiting. If they hear anyone approaching, they drink their potions and stand back from the door with javelins readied.

During Combat The hobgoblins use their flails to make trip attacks if they can engage weak-looking opponents.

Morale The hobgoblins' morale is fragile if they aren't wearing armor. In that situation, they'll surrender if one of them is killed or all are dropped below 50% of their total **hp**. Otherwise, they'll fight to the end, expecting no mercy from Poltur if they were to retreat to his side.

STATISTICS

Skills Climb +9, Hide +4, Jump +9, Move Silently +8, Swim

+8, Tumble +4 (unarmored)

Skills Climb +5, Hide +0, Jump +5, Move Silently +4, Swim +0, Tumble +0 (hastily donned armor)

Combat Gear one potion per soldier: *cat's grace, invisibility, protection from arrows 10/magic*

Development: The hobgoblins have little useful information to offer if they surrender, having not ventured any further into the concealed port. On the other hand, they are relatively true to any bargain they make as prisoners, and only attempt to escape if given a good opportunity.

4. The Lower Canal

Following Poltur's trail off the *Silver Reign*, the PCs make their way down to the dry channel of the Lower Canal which connects the three islands beneath the waves. Once they reach the bottom, the lower lock door is visible (this lock is between the Lion and the Dragon and is not shown on either island's map).

From the bottom of the steep stairs, a channel roughly 20 feet wide and 50 feet high carved through the stone runs nearly straight off into the darkness, and a narrow ledge runs alongside the channel at a height of 15 feet. Sediment covers the channel's floor, as if a river ran through it many years ago. A gigantic set of wooden double doors, 50 feet in height and 40 feet wide, interrupt the back side of the

〔 TREASURE OF CHIMERA COVE 〕

wall, forming the far end of High Port at its base. They are otherwise similar to the previous set of doors.

Water filled the Lower Canal to a depth of 15 feet when the port was operating. Lowering the water level in High Port and opening the doors when the two water levels were equal made it possible to move a ship from High Port to the Lower Canal. Valuables were often lowered by rope from High Port, and skiffs ferried sailors and goods from the north end of the Lower Canal to the many storage areas and barracks under the Dragon. Pelastour's crew drained the canal, along with the oublie, when the *Terraken* was imprisoned, and triggered a cave-in as further insurance, blocking the canal entirely in the middle of the Dragon.

Damaging or destroying these lock doors results in the water of High Port gushing out, creating the same effect as damage to the lock doors on the east side of High Port.

Nautical lock doors: hardness 10, hp 45 per 5-foot-by-5-foot section, Break DC 50, +8 save bonus against spells that could affect it.

When Poltur flees to Fluxhold, he travels on the ledge rather than through the channel (DC 20 Survival check to pick up his trail).

5. The Canal Landing (EL 6)

The ledge above the channel widens here to form an open platform fifty feet long and twenty feet deep, and the steel cleats and bitts, as well as several coils of old rope, testify that this was once some type of dock for traffic in the channel. A pair of ten-foot-high iron double doors is set into the stone wall in the center of the landing, and three short iron levers sprout from a foot-square iron plate set in the wall to their right. A cave-in from above completely obstructs the channel fifty feet to the south.

True to appearances, valuables were unloaded at this landing and moved into storage caverns beyond the double doors. As Pelastour sometimes recruited pirates into his crew with little assurance of their loyalty, significant safeguards were placed around the storage areas. The entrance to this storage area also doubled as a secret passage into Fluxhold, further increasing the need for security.

Iron double doors: hardness 10, hp 60 each, Break DC 28.

Trap: Touching the double doors or moving any of the three levers independently causes spikes to extend from the ceiling in the 10-foot-by-10-foot area immediately in front of the doors. Throwing the top and bottom levers simultaneously causes a one-round delay in the activation of the trap (allowing people to pass through the doors safely), then holds the spikes in their extended position for one minute, instead of retracting immediately. A DC 25 Search check notices a handle worked into one of the southernmost spikes. Pulling this handle causes the

spikes to retract and, if the creature grasping the handle hangs on, carries the creature safely up to a space adjacent to the retracted position of the spike trap, the beginning of a narrow passage to Fluxhold.

SPIKED BLOCKS FROM CEILING

CR 6

Type mechanical; Search DC 24; Disable Device DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area)

Development: With the directions provided by Zasril, Poltur was able to bypass the trap and take the passage to Fluxhold.

6. The Drowning Pool (EL 9)

The tunnel here widens and slopes downward into a small cavern. The floor and walls here are coated in a thin film of slime, and a few inches of still, briny water cover the floor. At the far end, several gaff hooks and other maritime detritus lie in a pile.

This room was originally designed to kill unwary intruders, but the residents of these tunnels have since developed another use for it. Whenever they're feeling dried out or the mostly stagnant water in area 7 grows too filthy, the sea-sworn marines there trigger the trap in this room, allowing the chamber to flood and letting them relax in the fresh seawater.

Creature: Though the residents of Chimera Cove believe that their town's namesake creature has long since gone extinct in the region, they are only partially correct. When he first constructed this secret port, Pelastour had one of the few remaining beasts captured and brought down here as an additional guardian. When the sea-sworn captain and crew of the *Terraken* took up their forced residence here, the Chelish insurgents decided to make the chimera one of their own. Through careful study, captain Vintesk was able to learn the means of turning the chimera into a sea-sworn (see page 30 for the sea-sworn template), and the beast now resides in this room as something of a pet, though its fiery temper still costs the marines chunks of flesh on a regular basis. The chimera's dragon head is that of a black dragon.

SEA-SWORN CHIMERA

CR 8

CE Large undead

Init +1; Senses darkvision 60 ft.; Listen +9, Spot +9

DEFENSE

AC 22, touch 10, flat-footed 22

(+1 Dex, +12 natural, -1 size)

hp 58 (9d12); fast healing 2

Fort +6, Ref +7, Will +6

DR 5/piercing; Immune undead traits; Resist fire 5

Weakness curse of the sea-sworn

OFFENSE
Spd 30 ft., fly 50 ft. (clumsy), swim 30 ft.

Melee bite +14 (2d6+6) and
 bite +14 (1d8+6) and
 gore +14 (1d8+6) and
 2 claws +12 (1d6+3) or
 slam +14 (1d8+6 plus drowning touch)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon

TACTICS
Before Combat If it hears someone coming, the chimera lies low in the corridor leading to area 7, waiting until prey has entered the room completely before pouncing, and possibly triggering the trap itself in order to guarantee its dinner can't escape.

During Combat The chimera begins combat with its breath weapon, using it as often as possible and alternating between that and making full attacks. If its attacks aren't hitting regularly on a given opponent, it uses its drowning touch ability.

Morale The chimera is defending the only home it has known for decades, and fights to the death against all intruders.

STATISTICS
Str 23, **Dex** 13, **Con** —, **Int** 4, **Wis** 13, **Cha** 8

Base Atk +9; **Grp** +19

Feats Alertness, Hover, Iron Will, Multiattack

Skills Hide +1, Listen +9, Move Silently +9

Languages Draconic

SPECIAL ABILITIES
Breath Weapon (Su) 40-ft. line of acid once every 1d4 rounds, damage 3d8 acid, Reflex DC 14 half.

Curse of the Sea-Sworn (Ex) Sea-sworn function normally whenever in contact with salt water or aboard a vessel floating (or sunken) in salt water. A sea-sworn taken outside of these conditions by any means quickly withers away to nothing, taking 2d6 points of damage per round.

Drowning Touch (Ex) The touch of a sea-sworn causes the lungs of a living creature to fill with salt water dealing 1 point of Constitution damage. Creatures with the aquatic or water sub-types, creatures that do not need to breathe, and creatures which can breathe water are all immune to this special attack.

Fast Healing (Ex) A sea-sworn gains fast healing 2 whenever it is immersed in salt water to a depth of at least one-quarter of the creature's height.

Trap: Contact with any of the indicated trigger areas activates the room's trap. Stone doors swing down to close both entrances, sealing the cavern. Or at least, that's how it was intended—the sea-sworn have since piled a few items in the southeastern doorway, propping it open just enough to flood area 7 as well and replenish their pool before the rest of the water drains away. This

modification does not interfere with the trap's ability to completely flood this chamber.

FLOODING ROOM TRAP
CR 5
Type mechanical; **Search DC** 20; **Disable Device DC** 25

EFFECTS
Trigger location: Reset automatic (12 hours)

Effect no attack roll necessary; room floods in 4 rounds and remains flooded for 10 minutes

Stone doors: hardness 8, hp 60, Break DC 28.

Development: Activating the trap alerts the sea-sworn in area 7.

7. Sea-Sworn Station (EL 7)

The floor of this cavern is submerged beneath several feet of standing water. It appears that something lives here, as the tops of several crude tables stand just above the water's surface. Rusted and barnacle-encrusted weapons, armor, and other odds and ends lie stacked in corners.

Though the *Terraken* was controlled remotely, the person using the amulet to direct its actions still needed to be within a certain range in order to use it. Hence, the weapon's pilot, Captain Vintresk, was required to follow several miles behind in a Chelish warship called the *Seafire*, a frigate crewed by undead sailors known as sea-sworn (see page 30). Upon sending the *Terraken* in to attack Pelastour's secret hideout, she realized she'd been tricked, as the wards surrounding his base cut off her contact with the weapon. Desperate to recover it, she was forced to invade directly in order to reestablish her control of the *Terraken*. In the process, her ship was smashed in the cove, and both sides were savaged in the ensuing fracas. Being extremely tough, she and a few of her sea-sworn crew managed to survive, but an oath never to abandon the *Terraken* keeps them from cutting their losses and sprinting for the open ocean. Here they've waited for decades for someone to enter and flood the chambers, allowing them to recover the *Terraken* and make good on their escape.

Nothing in this room is of real value; the tools are makeshift and the materials are waterlogged.

Creature: Two sea-sworn marines guard this chamber. If they notice intruders or hear sounds of combat coming from area 6, they immediately prepare an ambush.

SEA-SWORN CHELISH MARINES (2)
CR 5
hp 32; see page 30.

TACTICS
Before Combat If the marines are alerted to intruders in area 6, they hide underwater to either side of the entrance and attack as soon as anyone comes within range.

During Combat The marines attack with their drowning

〔 TREASURE OF CHIMERA COVE 〕



touch to soften up opponents. If any foe climbs up on a table to get out of the water, the sea-sworn try to knock the table over (DC 15 Strength check).

Morale The marines have lost all concept of death, and fight until completely destroyed.

8. Mephit Hoard (EL 7)

This large cavern's floor is dotted with small, muddy pools, none more than a foot deep. At least a dozen wooden boxes and chests lie in the dry areas, most open, with coins and weapons clearly visible within.

Creatures: The construction of the concealed port many years ago, particularly the excavation via *transmute rock to mud* spells, attracted ooze mephits to the caves which proved a constant annoyance to Pelastour and his men. Since the dungeon's abandonment, the perverse mephits have enjoyed tormenting the imprisoned sea-sworn and consider the caves their home. They know all the traps in the caves, and avoid them by flying from place to place. Their greatest treasure is a captive sea-sworn, helplessly bound and locked in a waterlogged chest, whom they occasionally throw into the water to give a few seconds of vitality before hauling back out. The visible treasure in the chests and boxes is

intended as a lure to draw sea-sworn—or anything else that might be lurking about—into the room's trap, though it's been decades since anyone has fallen victim to it.

ROBBELGLOG, MEPHIT LEADER

CR 5

Ooze mephit sorcerer 2

N Small outsider (extraplanar, water)

Init +0; **Senses** darkvision; Listen +6, Spot +6

DEFENSE

AC 16, touch 11, flat-footed 16

(+1 size, +5 natural)

hp 26 (3d8+2d4+2); fast healing 2

Fort +4, **Ref** +3, **Will** +6

DR 5/magic

OFFENSE

Spd 30 ft., fly 40 ft. (average), swim 30 ft.

Melee 2 claws +7 (1d3+2)

Special Attacks breath weapon (10 ft. cone of caustic liquid, 1d4 points of acid damage, Reflex half DC 13; failing the save causes burning eyes and itching skin, which gives a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds)

Spell-Like Abilities (CL 3rd)

1/hour—acid arrow

1/day—stinking cloud (DC 16, caster level 6)

Spells Known (CL 2nd)

- 1st (4/day)—*cause fear* (DC 14), *grease* (DC 14)
- 0 (6/day)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *prestidigitation*

TACTICS

Before Combat Robbelglog tries to position himself as far from the PCs as possible.

During Combat Robbelglog begins combat by casting *grease* on the floor in the center of the room. In later rounds he casts *grease* on his enemies' weapons or droppable implements (such as a wand of attack spells), casts *cause fear* in the hope of causing an enemy to run into one of the room's traps, or uses his breath weapon or *acid arrow* to directly damage opponents. He flies to avoid the traps but lands near them so that PCs might trigger them.

Morale If reduced to 10 or fewer hit points he flees to another chamber, preferably one with water so he can use his fast healing ability (going deep underwater and staying out of sight if need be). If forced to flee he may return later to annoy the PCs in the middle of another fight or try to distract them with his cantrips.

STATISTICS

Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 16

Base Atk +4; Grp +2

Feats Combat Casting, Toughness

Skills Bluff +8, Concentration +3, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)

Languages Common, Aquan

Combat Gear potion of invisibility

SPECIAL ABILITIES

Fast Healing (Ex) An ooze mephit gains fast healing 2 in wet or muddy environments (such as this room).

OOZE MEPHITS (2)

CR 3

hp 19; MM 183

TACTICS

Before Combat If the mephits are alerted to intruders, including the sounds of combat from area 7, they attempt to summon additional mephits, then hide among the chests and boxes.

During Combat One mephit uses its *stinking cloud* spell-like ability at the start of combat, while the other uses *acid arrow*. They all use their breath weapon as often as possible, trying to catch multiple opponents in its effect. The mephits fly across the trap's trigger area and

land adjacent to it, trying to trick pursuing opponents into activating the trap.

Morale The mephits independently fly off to area 7 if reduced below 10 hp, to bathe in the waters there and return here as soon as they are restored to full hit points.

Trap: Contact with the indicated trigger areas activates the room's trap.

FALLING BLOCK TRAP

CR 5

Type mechanical; **Search** DC 20; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic (12 hours)

Effect Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares)

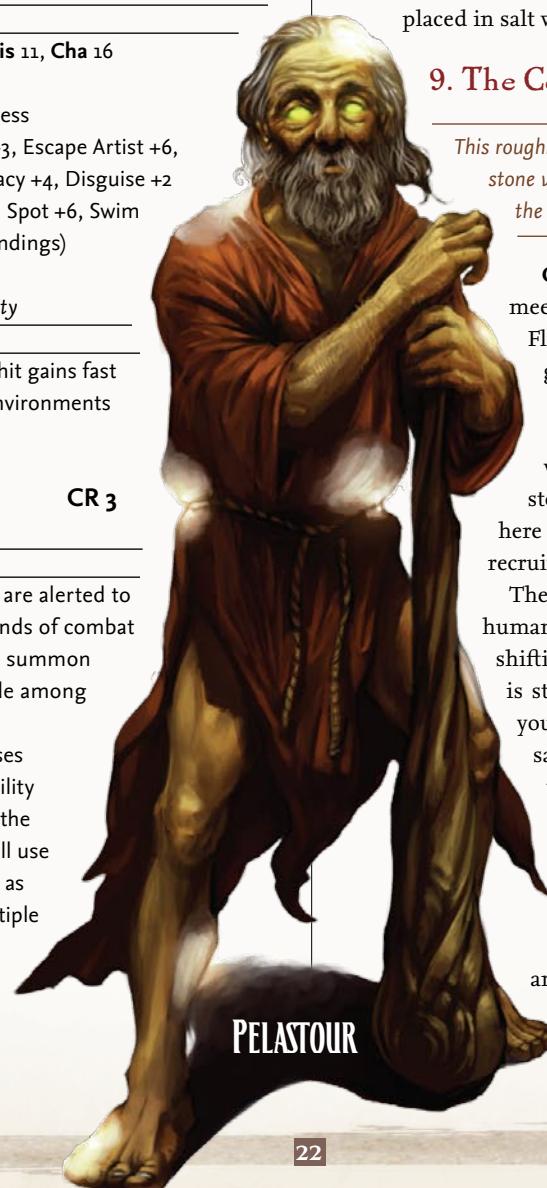
Treasure: The chests and boxes contain mostly silver and copper coins (total coin value of 100 gp) and unexceptional weapons and gear, although the mephits have polished all of it to shine. A cold iron dwarven waraxe is buried at the bottom of one chest, an alchemical silver rapier at the bottom of another, and the withered body of a sea-sworn marine in a third (identical to those in areas 6 and 7, and still perfectly capable of fully healing when placed in salt water for long enough).

9. The Conversation

This roughly spherical chamber is mostly dry, and the stone walls appear to be unworked. A passage in the east wall winds away to the northeast.

Creature: If Poltur escaped his first meeting with the PCs, he is busy in Fluxhold by this point, and Pelastour's ghost has decided at last that there is no chance of dissuading him from the path he has taken, and that Poltur will release the Terraken if he is not stopped by force. The ghost manifests here when the PCs arrive and attempts to recruit them to its cause.

The ghost appears as an insubstantial human figure with features continually shifting between those of two men: one is stern and stooped, while the other is young and energetic and dressed in sailing attire. The two share common traits. Both images are actually Pelastour: one is him as a dashing young privateer, while the broken-down old man represents the toll that Poltur's betrayal has taken on his spirit. The ghost leans on a staff and regards the PCs, doing its best to appear non-threatening.



〔 TREASURE OF CHIMERA COVE 〕

THE GHOST OF PELASTOUR

CR 7

hp 35; see page 15

Development: The ghost begins with a simple introduction: “Greetings, sailors. My name is Pelastour, and I built this place. I am ashamed to say that I am also the grandfather of Poltur, who seeks to sell our family’s honor to the highest bidder. My only hope is to help you destroy him.” He then readily tells the PCs the truth about Chimera Cove and the *Terraken*, as described in the Adventure Background, including the magical screening which prevents locating the *Terraken* with divination. He also explains that his ties to Poltur unfortunately keep him from attacking the scoundrel himself, and that it was he who added “The Accursed” to Poltur’s note in a failed attempt to scare off the baron. Possible further questions and answers for a discussion with the ghost follow. After the conversation has gone on for a short time, long enough for the PCs to finish asking any pressing questions, the ghost urges haste and fades away to nothing.

Where is Poltur now? “Very close, as the spirit flies. He is in a chamber known as Fluxhold, almost directly above us, and he remains there because Fluxhold offers a view of the *Terraken* and other locations within the islands through a scrying pool. Take the passage to the north, through the chamber, then northwest, then climb, and you’ll be there.”

What is the purpose of Fluxhold and the scrying pool? “An elemental is bound into the magic of Fluxhold, required by magical oath to lower and raise the water in the cove and the locks in response to certain signals. The scrying pool allows it to do this while remaining in Fluxhold.”

Where is the Terraken? “Just where I left it 50 years ago: trapped in theoubliette, and unable to climb out as long as these tunnels remain dry. There, too, lies the amulet which controls it—the treasure Poltur is undoubtedly seeking even now.”

Why hasn’t Poltur released the Terraken already? “This may be my only success with Poltur to date. He has yet to locate the amulet that controls the *Terraken*, and is reluctant to make any further moves until he’s done so. Instead, he monitors the situation, too close to his goal to take a step back and find new allies, too concerned with you nipping at his heels to give the matter his full attention. The stage is set for you to confront him in Fluxhold.”

What can you do to help us? “Little, directly. As he is my own flesh, I have not dared attack him outright—the spells that bind this place are tied to me and my blood. I have some control over them, but he, being alive, has more. What would happen if he were to be slain, I do not know.”

Can you tell us more of the elemental? “Do not concern yourselves with it. It is a bound servant, and matters only if someone gives it the command to flood theoubliette.”

How can we defeat the Terraken? “By leaving it in its trap. It is hopeless to fight it directly—its defenses are too strong and its weapons too dire. Retrieving the amulet from the bottom of its prison and taking control is probably the only hope if it escapes, although it would need to be sequestered in some new hideaway, or it would undoubtedly eventually find its way back to its Chelish masters.”

10. Greetings from the Captain (EL 7)

This stone chamber is filled with a roar every dozen heartbeats, similar to the sounds of surf, but amplified. A large pool of water fills the southern half of the chamber and extends shallow fingers almost to the northern wall.

Water propelled through stone channels by waves crashing into the sea side of the Dragon generates the roar. The cavern is close to the surface of the Dragon, but tunneling through the solid rock is impossible with anything less than mining equipment or magic.



Creature: For decades Captain Vintesk, the sea-sworn pilot of the *Terraken*, has languished in this chamber. Though she has long since devised several means of escape from the dry caverns, she's sworn (and been subjected to a *geas*) never to abandon the *Terraken*, and has to date been unable to force the water elemental to flood the oublie and release it. When the PCs arrive, the captain spends a moment studying them from where she hides submerged in the pool, and may even speak to them briefly in order to find out if they can be of use in freeing the *Terraken*. As soon as she suspects that the party's goals conflict with her own, she attacks.

VINTRESK, CAPTAIN OF THE TERRAKEN CR 7

Female sea-sworn human wizard 5 (necromancer)/fighter 1

NE Medium undead (augmented humanoid, aquatic)

Init +6; **Senses** special senses; **Listen** +0, **Spot** +0

DEFENSE

AC 21, touch 13, flat-footed 19

(+4 armor, +1 deflection, +2 Dex, +4 natural)

hp 39, 50 with *false life* (6d12); fast healing 2

Fort +4, **Ref** +3, **Will** +4

DR 5/piercing; **Immune** undead traits; **Resist** fire 5

Weakness curse of the sea-sworn

OFFENSE

Spd 30 ft., swim 30 ft.

Melee *barracuda's bite* +7 (1d8+4) or

slam +6 (1d6+3 plus drowning touch)

Spells Prepared (CL 5th)

3rd—*hold person* (DC 16), *lightning bolt* (DC 16), *vampiric touch*

2nd—*blindness/deafness* (DC 15), *false life*, *invisibility*, *scorching ray*

1st—*mage armor*, *magic missile* (2), *ray of enfeeblement*

0—*detect magic*, *ghost sound*, *read magic*, *touch of fatigue* (2, DC 13)

TACTICS

Before Combat Vintesk casts *mage armor* and *false life* every day. She prepares for imminent combat by casting *invisibility*, then lurks in the pool to study the party and decide whether to dispatch them immediately or not.

During Combat Once the captain has decided that combat is imminent, she wastes no time and leads off with *lightning bolt*, followed by *hold person*. She remains in the water as much as possible in order to activate her fast healing, and waits to use *vampiric touch* until she's been damaged significantly.

Morale As long as she remains in the pool of salt water, Vintesk fights viciously, as she knows she'll heal automatically just by diving deep. If she's ever caught outside the pool, she immediately does everything in her power to return to it.

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 16, **Wis** 10, **Cha** 11

Base Atk +3; **Grp** +6

Feats Brew Potion, Combat Casting, Dodge, Empower Spell,

Improved Initiative, Scribe Scroll, Weapon Focus (trident)

Skills Concentration +9 (+13 casting defensively), Knowledge (arcana) +12, Profession (sailor) +8, Spellcraft +12, Swim +20

Languages Common, Draconic, Infernal

Combat Gear *lesser silent metamagic rod*, *scroll of create undead*, *wand of disguise self* (CL 1st, 42 charges); **Other**

Gear *barracuda's bite*, *ring of protection* +1, *scale of the mariner*, *spellbook*

SPECIAL ABILITIES

Curse of the Sea-Sworn (Ex) Sea-sworn function normally whenever in contact with salt water or aboard a vessel floating (or sunken) in salt water. A sea-sworn taken outside these conditions by any means quickly withers away, taking 2d6 points of damage per round.

Drowning Touch (Ex) The touch of a sea-sworn causes the lungs of a living creature to fill with salt water, dealing 1 point of Constitution damage. Creatures with the aquatic or water sub-types, creatures that do not need to breathe, and creatures which can breathe water are all immune to this special attack.

Fast Healing (Ex) A sea-sworn gains fast healing 2 whenever it is immersed in salt water to a depth of at least one-quarter of the creature's height.

Development: Vintesk reveals nothing of the *Terraken* unless compelled to talk magically, or unless she's convinced that the party also seeks to free it for Cheliax. Under no circumstances does she mention the amulet that controls it, insinuating that she masters the weapon through her own innate magical ability.

11. Fluxhold (EL 10)

Radiance pouring out of a giant water droplet suspended from the roof fills this chamber with more light than a noon sun. The fat droplet is fifteen feet in diameter and just as long, and quivers slightly in the still air. Within it, something serpentine and translucent undulates slowly.

This chamber is blinding in comparison to the rest of the caverns. Treat the entire space as brightly illuminated. The floor of the chamber is divided into five separate pools of clear water. Ten feet below the giant droplet is a shallow, square pool 10 feet across and perhaps 3 feet deep, bounded by a stone walkway 1 foot wide. Images of other places appear on the pool's surface and then are quickly gone. Passageways open to the chamber from each of the four corners of the room, and a narrow stone path leads to the central pool, with four trapezoidal pools formed by the intersecting pathways. The walls and ceiling are smooth, worked stone, glistening with moisture.

The giant water droplet is the prison of Shirqual, a water elemental. Puncturing the droplet has no special effect, since there is no skin to the droplet; it is simply a mass of water magically held together and illuminated.

〔 TREASURE OF CHIMERA COVE 〕

Attacks directed into the droplet from outside receive the normal penalties for underwater combat (DMG 93).

The center pool is a scrying device, but it is only operable by a creature within the droplet. The pool can be commanded to show an image of Chimera Cove and any area beneath the islands. No skill check is necessary. Any spell or spell-like ability with the Water descriptor can be cast into the area shown in the pool, as long as the caster is within the droplet. Attempts to scry other areas, or cast spells or use spell-like abilities of other types, automatically fail and leave the pool inert for 10 minutes. The water in the pool is nonmagical, although the pool as a whole radiates an aura of moderate divination magic. It is impossible to modify the pool's scrying capability or somehow remove the capability from this chamber.

The water in the four trapezoidal pools is also nonmagical. All of the pools are 3 feet deep.

Creatures: The undulating shape within the giant droplet is actually two creatures cavorting to pass the time. Shirqual, the water elemental, is bound here to do nothing more than lower and raise water in a handful of locations throughout the concealed port in response to certain signals and scry on locations at the command of anyone within this chamber. It has resented this role since the beginning, but Pelastour's mage had no sympathy for it, seeing it as a dangerous creature put to a productive use. Decades of such imprisonment has left it intent only on revenge, although it still must obey the rules of its binding. (The mage convinced Pelastour that the binding was part of a fair deal, and therefore Pelastour's ghost has no suspicions of the monster's capacity for treachery.) Through the intervening 50 years, Shirqual's only companion has been a giant, unnamed amphisbaena (a two-headed constrictor snake) that Pelastour's men placed here and trained as a guardian. The snake has long since become a pet for the bored elemental, and Shirqual flies into a rage and attacks anyone who harms it. Fortunately for Poltur, he looks and smells enough like the young Pelastour to keep the snake from attacking him. The same is not true of the PCs.

Presuming Poltur fled here after the PCs' first encounter with him, he is impatiently commanding Shirqual to show him different locations when the party arrives, trying to keep an eye on both them and the *Terraken* as he looks for a way to control it. Though he knows now that the water elemental is bound to obey him as a member of Pelastour's family, he is reluctant to flood the oubliette until he's positive he can control the *Terraken*. Poltur is accompanied by Pelastour's ghost, although the spirit only manifests when action takes place in the chamber.

SHIRQUAL, LARGE WATER ELEMENTAL
hp 68; MM 100

CR 5

BARRACUDA'S BITE

Aura Moderate transmutation; **CL** 6th

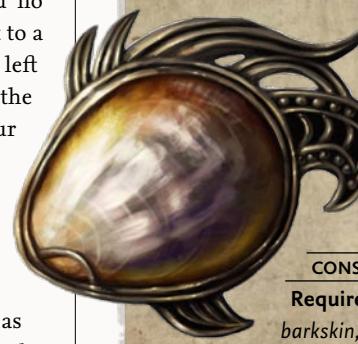
Slot —; **Price** 4,315 gp

DESCRIPTION

The tines of this trident are fang-like, and its haft is wrapped in small-scaled dark green leather. Three times per day on command as a swift action, the weapon can extend its reach by 10 feet for a single attack. The weapon is otherwise a +1 trident.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blink*; **Cost** 2,315 gp, 160 XP



SCALE OF THE MARINER

Aura Faint abjuration and transmutation; **CL** 5th

Slot amulet; **Price** 8,000 gp

DESCRIPTION

These simple silver brooches are often found pinned to the capes of captains of the Andoren merchant marine.

The wearer of this brooch gains a +1 enhancement bonus to natural armor and fire resistance 5. In addition, the wearer can always choose to take 10 on a Swim check, even if distracted or endangered.

CONSTRUCTION

Requirements Craft Wondrous Item, barkskin, resist energy; **Cost** 4,000 gp, 320 XP

TACTICS

Before Combat

Shirqual is willing to talk if the PCs recognize it as an intelligent creature and Poltur is not present (it speaks Aquan and understands Common). It offers to show them views of the oubliette or other areas in exchange for valuables, demanding the PCs throw the valuables into the giant droplet, where it catches and holds them, before performing any service. If Poltur is present and battle seems imminent, Shirqual offers to fight for him in exchange for freedom from the droplet, something which Poltur readily agrees to, not realizing that such a bargain frees the elemental from servitude entirely.

During Combat Unless Shirqual is freed from its binding by Poltur, it is a sitting duck within the giant droplet, as





it cannot reach outside the droplet and has no ranged attacks. If it is unfettered, it happily leaves the droplet and wades into combat. Because of all the water in this room, it gains the benefit of its water mastery ability against all non-flying targets (there is enough water on the walkways to count for the purpose of this ability). If anyone attacks its pet snake, Shirqual directs its next attack at them.

Morale If Poltur still lives, the elemental fights to the death, but the moment the human is slain, Shirqual exalts in his newfound freedom and strikes out for the waters of the cove, leaving the dungeon to flood (including the oublie where the *Terraken* is hidden).

AMPHISBAENA GIANT CONstrictor SNAKE CR 7

N Huge magical beast (augmented animal) (MM 280, *Tome of Horrors II* 196)

Init +6; **Senses** all-around vision (can't be flanked), scent; **Listen** +14, **Spot** +15

DEFENSE

AC 15, touch 11, flat-footed 12

(-2 size, +3 Dex, +4 natural)

hp 108 (14d10+31)

Fort +11, **Ref** +12, **Will** +5

Resist cold 10

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee 2 bites +17 (1d8+12)

Space 15 ft.; **Reach** 10 ft

Special Attacks improved grab (bite), constrict 1d10+12

TACTICS

Before Combat The amphisbaena has taken to lounging in Shirqual's bubble, diving and wrestling with the water elemental to pass the time. It does nothing to prepare for combat.

During Combat As soon as Poltur commands, or as soon as the snake detects intruders if the pirate is not present, it launches itself from the droplet and begins biting and constricting any intruders it can reach, helping Poltur and the water elemental flank opponents.

Morale The snake fights to the death.

STATISTICS

Str 29, **Dex** 16, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +10; **Grp** +27

Feats Alertness, Endurance, Improved Initiative, Skill Focus

〔 TREASURE OF CHIMERA COVE 〕

(Hide), Toughness

Skills Balance +11, Climb +17, Hide +10, Listen +14, Spot +15, Swim +16

POLTUR

CR 9

hp 64; see page 14

TACTICS

Before Combat Poltur is tired of the PCs and his grandfather's ghost getting in the way, and decides that this is the perfect chance to finish things once and for all. At Shirqual's urging, he agrees to release the water elemental to fight for him and commands the snake to do the same.

During Combat Poltur considers this chamber ideal fighting terrain, as the narrow walkways require Balance checks (and therefore deny opponents their Dexterity bonus to AC and allow him to make sneak attacks). He moves to isolate opponents and flank them with the help of the snake and the water elemental. Anyone who forces him into the water becomes the primary target of his attacks afterward.

Morale Poltur won't retreat, having come so close to his goal, and fights to the death.

THE GHOST OF PELASTOUR

CR 7

hp 35; see page 15

TACTICS

Before Combat Pelastour manifests as soon as the PCs enter the room, but takes no action and says little other than occasionally hurling epithets at Poltur.

During Combat Though he refuses to damage Poltur directly, the ghost supports the PCs where he can, attempting to attack the snake with his corrupting touch and using his bardic music to inspire the party. Though he initially avoids attacking Shirqual as the water elemental is a key part of the underground port's magic, once the elemental joins the fight in earnest he sees no other alternative.

Morale The ghost ends his manifestation if turned, otherwise he continues to fight to the end.

Treasure: Pelastour's mage concealed a few items here in the event of an emergency, although he never had the opportunity to retrieve them when the dungeon fell to attackers. Hidden in a slot on the bottom of the northern pool (Search DC 20) is a foot-long watertight steel tube containing a *wand of dispel magic* (5th, 14 charges) and an *arcane scroll of legend lore*. The mage was clever enough to hide the tube without Shirqual noticing.

Development: Regardless of how the fight goes, this battle marks the beginning of the end for Pelastour's secret fortress. If Poltur or the water elemental is slain, the spells binding the place together start to break down, beginning with the flooding of theoubliette where the *Terraken* is held—the elemental's final revenge against Pelastour and the mage who bound him. At this, the ghost of Pelastour shrieks in outrage and beseeches the PCs to move quickly and stop the *Terraken* before it's loosed once more upon the



Designer Notes

A HELPING HAND

Consider letting one of the players run Pelastour's ghost for the encounter in Fluxhold, especially if the PCs interaction in area 9 went well. While the ghost should play mostly a supportive role, once Shirqual is released, the gloves come off, and the ghost can provide a critical boost against this new opposition. Creative players may be able to put the ghost's telekinesis power or spells to unexpected uses.

open ocean. If Poltur has been slain, the ghost fades away after this exhortation, its ties to this plane finally severed, for better or for worse. The PCs should immediately hear rumblings and see signs of stones cracking and water leaking into the complex, adding a sense of urgency. In truth, as long as they don't stop to rest for more than a few minutes, they should reach theoubliette in plenty of time to stop the *Terraken*.

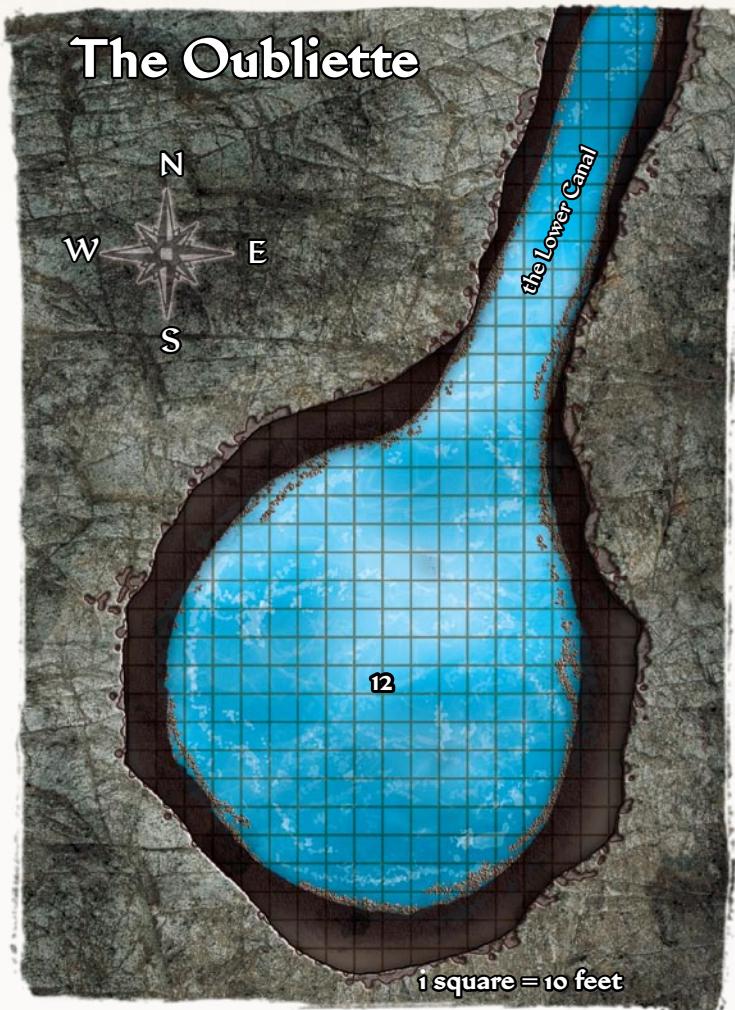
XP award: If Shirqual has not yet been freed from the giant droplet, the party gains no experience from killing him.

12. The Oubliette (EL 9)

The following assumes the PCs arrive at the Goat's underground area to find theoubliette filling with water and the *Terraken* floating up toward the Lower Canal. If the flooding has somehow been avoided, the PCs instead find theoubliette dry and the *Terraken* stuck at the bottom.

The channel opens into a huge pit at least one hundred feet across. A horizontal geyser of water shoots from a fissure in the far wall thirty feet below the channel to blast into the opposite stone wall and fall into a swirling froth eighty feet below. The water level is rapidly rising. At the bottom of the pit drifts the partially decomposed corpse of an enormous beast.

The geyser's spray renders the walls slippery throughout theoubliette, so climbing requires a DC 30 Climb check. Theoubliette fills to the level of the canal 10 rounds after the PCs' arrival. Thereafter the water level begins to climb up the canal (displacing the available air) until it reaches the collapsed area under the Dragon 1d6 minutes later. After 1 minute the water fills the small chambers near there and then starts filling the Lower Canal beyond the Dragon. Once these tunnels are flooded, the water reaches the level of High Port 1d6 minutes later. PCs who delay too long will need some way to breathe water or escape the tunnels or risk a watery death, though they may be able to find



pockets of air along the ceiling that allow them to make short, dangerous trips up the Lower Canal toward safety at High Port.

Creatures: The beast at the bottom is the *Terraken*, the subject of numerous fireside tales along this section of the Andoren and Chelish coasts. The animated corpse of an enormous dragon turtle, the *Terraken* was built by Chelish merchants seeking to put down Andoren privateers once and for all and establish dominance in certain contested shipping lanes. With its ability to capsize entire ships, controlled remotely via a magical amulet that allowed its pilot to see through its eyes and direct its actions as her own, the weapon was nigh-unstoppable until Pelastour lured it into this cave and drained the water, leaving it trapped in the pit and cut off from communication with its Chelish masters. Though Pelastour and most of his men were slain in the ensuing battle, the *Terraken* has lain here ever since, uncontrolled and waiting for something to change. While it has the physical strength to potentially climb out of the pit on its own, without a master it lacks the initiative to do so.

Now that change has come, and unless the PCs can manage to destroy the juggernaut outright or dive into the oubliee past the *Terraken* and recover the amulet that controls it from the bottom of the pool, it eventually digs its way through the rubble in the Low Canal and turns the waters around Chimera Cove into a bloodbath as it unleashes its undead rage on everything in sight. Because the *Terraken* attacks anything that enters the pool, retrieving the amulet from the pool is a dangerous task; a clever group of PCs might send some of their number to battle the creature while a fast or stealthy one (perhaps aided by *fly*, *freedom of movement*, *invisibility*, *water breathing*, or similar spells) searches for the controlling amulet at the bottom of the pool. Alternatively, they can avoid the *Terraken* long enough for it to escape the oubliee and start digging at the blocked area, giving them a few minutes of underwater searching for the amulet and other treasure at the bottom.

TERRAKEN

CR 9

NE Huge undead (aquatic)

Init -1; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

DEFENSE

AC 28, touch 7, flat-footed 28

(-1 Dex, +21 natural, -2 size)

hp 156 (24d12)

Fort +8, **Ref** +7, **Will** +14

Immunities undead traits; **Resist** acid 10, fire 10

OFFENSE

Spd 20 ft., swim 30 ft.

Melee bite +19 (2d6+14)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon, capsizing

TACTICS

Before Combat The *Terraken* does not prepare for combat.

During Combat The *Terraken* lashes out to the best of its ability every round that it is uncontrolled, doing its utmost to cause mayhem and destruction as it was intended to and using its breath weapon as often as possible.

Morale The *Terraken* is not much more sophisticated than a zombie, and fights to the death.

STATISTICS

Str 29, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +12; **Grp** +29

Feats Improved Sunder^B, Snatch^B

Skills Hide -9 (-1 while submerged), Swim +17

SPECIAL ABILITIES

Breath Weapon (Su) Forty-foot cone of necromantic chemicals once every 1d4 rounds, damage 10d6 acid, Reflex DC 24 half. Only affects living creatures and organic materials, such as wood. If used underwater, it creates a 20-foot-diameter cloud that deals 5d6 acid damage per round of exposure. The cloud lasts 1d4 rounds, but disperses in 1 round in a strong current (such as the flooding oubliee).

TREASURE OF CHIMERA COVE

Capsize (Ex) If the *Terraken* surfaces under a ship or boat less than 20 feet long, it capsizes the vessel 95% of the time. This chance decreases to 50% if the boat is between 20 and 60 feet long. If the boat is over 60 feet long, this chance further decreases to 20%.

Skill The *Terraken* has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. The *Terraken* has a +8 racial bonus on Hide checks when submerged.

Treasure: The bottom of the oublie acquired a fair bit of detritus and treasure during the last climactic battle in Chimera Cove. In addition to the *amulet of the Terraken*, the artifact which allows the wielder to control the beast's actions from up to 5 miles away, the pile of bones and rubbish at the hole's bottom contains a *cloak of the manta ray*, a *ring of swimming*, and a +1 longsword.

CONCLUDING THE ADVENTURE

The *Terraken*'s destruction is considered a great victory by the villagers of Chimera Cove. While this may seem like a purely symbolic reward, several officials in the Andoren government are aware of the true purpose of the village, and they eventually learn of the PCs' deeds. At some point in the future, when friends in high places are

needed, the PCs' efforts may pay off in unexpected ways. If the *Terraken* is destroyed, the townsfolk of Chimera Cove have little reason to stay and eventually migrate to other settlements, leaving their former home a ghost town but spreading word of the PCs' heroic deeds (some of which may fall on vengeful Chelish ears). The submerged island tunnels may become a lair for smugglers or monsters, but their inconvenient location keeps them from being a particularly valuable site.

If the *Terraken* is left intact anywhere other than within the (dry) oublie, it finds its way back into Chelish hands quickly once it is free of the divination screening of the concealed port. If the PCs remove it from the port themselves, they'll face a wave of Chelish forces attempting to reclaim it. This is the last thing the Andorens want, and government forces quickly step forward to take possession of it. Should the PCs attempt to keep it as their own, they may find themselves on the run from their former Andoren employers. If the *Terraken* escapes but the PCs obtain the amulet, Andoren officials demand the item so they can locate, control, and destroy the creature. If the PCs destroy the amulet without killing the *Terraken*, it becomes a coastal menace for months thereafter and the PCs are held responsible for the destruction it causes; a later adventure may be their quest to track down and destroy it.

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SEA-SWORN

This creature stares with cold, black eyes, its bluish-green skin slick with moisture and stinking of brine and the muck of the tidal flats. Its hands and feet are webbed, and its facial features are blunted by the smooth, frog-like skin that covers them. It makes no sound as it marches out of the shallows, water and seaweed streaming from its unkempt hair and barnacle-encrusted armor. It merely approaches with cold menace, sword raised and sharp beneath a crusting of salt.

During the troubled times following Andoran's break with Cheliax, Chelish necromancers created the sea-sworn to fill the need for ruthless and overpowering marines who would serve the navy tirelessly. "Volunteered" by their captains, these sailors and warriors were forced to undergo hideous rites culminating in their dying and being reborn as undead monstrosities uniquely suited to making war at sea. Powerful swimmers without the need to breathe or eat, and nearly impossible to destroy in their natural element, these crack teams were the bane of Andoren ships, with just a handful of the fast-healing horrors capable of overrunning the mightiest frigates. Concerned that such effective troops might reach too far, the Chelish government ordered them anchored to their role with the "curse of the sea-sworn," rendering them incapable of abandoning their ships or the sea. As further protection, the Chelish leaders frequently placed *geas* spells on the sea-sworn leaders, tasking them with policing their own and making sure that the undead sailors never strove to become more than what they were intended as: cold, heartless tools of Chelish ambition.

Sample Sea-Sworn

Like a thing drowned in the sea, this gaunt man has dead eyes, damp bluish-green skin, and rusted armor covered in limpets and barnacles.

SEA-SWORN CHELISH MARINE

CR 5

Male sea-sworn human expert 3/fighter 2

NE Medium undead (augmented humanoid, aquatic)

Init +7; **Senses** darkvision 60 ft., Listen +7, Spot +1

DEFENSE

AC 20, touch 13, flat-footed 17

(+3 armor, +3 Dex, +3 natural, +1 shield)

hp 32 (5d12); fast healing 2

Fort +4, **Ref** +4, **Will** +4

DR 5/piercing; **Immune** undead traits

Weakness curse of the sea-sworn

OFFENSE

Spd 30 ft., swim 30 ft.

Melee mwk trident +10 (1d8+4) or

Melee slam +8 (1d6+4 plus drowning touch)

Ranged mwk trident +8 (1d8+4)

TACTICS

Before Combat A Chelish marine's primary concern prior to battle is whether something might expose its weakness, and it accordingly does whatever it can to avoid a situation in which it can be forced onto dry land.

During Combat A Chelish marine prefers to use its drowning touch against any opponent susceptible to it, and otherwise relies on its trident.

Morale Despite their undead state, Chelish marines will do anything to return to the safety of their ship or salt water, fleeing any combat immediately if they find themselves on dry land.

SEAS-SWORN

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +4; **Grp** +8

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (trident)

Skills Balance +9, Climb +12 (+14 climbing ropes), Jump +12, Listen +3, Move Silently +9, Profession (sailor) +7, Spot +3, Swim +20, Use Rope +9

Languages Common

Gear mwk light steel shield, mwk studded leather armor, mwk trident, belt pouch holding coins worth 151 gp and five gemstones worth 100 gp each.

SPECIAL ABILITIES

Curse of the Sea-Sworn (Ex) Sea-sworn function normally whenever in contact with salt water or aboard a vessel floating (or sunken) in salt water. A sea-sworn taken outside these conditions by any means quickly withers away, taking 2d6 points of damage per round.

Drowning Touch (Ex) The touch of a sea-sworn causes the lungs of a living creature to fill with salt water dealing 1 point of Constitution damage. Creatures with the aquatic or water sub-types, creatures that do not need to breathe, and creatures which can breathe water are all immune to this special attack.

Fast Healing (Ex) A sea-sworn gains fast healing 2 whenever it is immersed in salt water to a depth of at least one-quarter of the creature's height.

Creating a Sea-Sworn

"Sea-sworn" is an acquired template that can be added to any corporeal creature that does not possess the aquatic sub-type. A sea-sworn uses all of the base creature's statistics except as noted here.

Size and Type: The creature's type changes to undead and it gains the augmented and aquatic sub-types. It retains any other subtypes except alignment subtypes. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The base creature's natural armor bonus improves by +3. Sea-sworn often wear the armor they wore in life.

Defensive Abilities: A sea-sworn retains the base creature's defensive abilities and gains damage reduction.

Damage Reduction (Ex): A sea-sworn has damage reduction 5/piercing. Their skin is incredibly tough, but deep stabs allow their salt water essence to seep out.

Weaknesses: A sea-sworn retains the base creature's weaknesses and gains the curse of the sea-sworn.

Curse of the Sea-Sworn (Ex): Sea-sworn function normally whenever in contact with salt water or aboard a vessel floating (or sunken) in salt water. A sea-sworn taken outside these conditions by any means quickly withers away, taking 2d6 points of damage per round.

Speed: The creature gains a swim speed equal to its land speed, or retains its original swim speed if it is faster than its land speed.

Attacks: A sea-sworn retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A sea-sworn also gains a slam attack that also inflicts its drowning touch.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the sea-sworn's size. (Use the base creature's slam damage if it's better.)

Special Attacks: A sea-sworn retains the base creature's special attacks and also gains the following.

Drowning Touch (Ex): The touch of a sea-sworn causes the lungs of a living creature to fill with salt water dealing 1 point of Constitution damage. Creatures with the aquatic or water sub-types, creatures that do not need to breathe, and creatures which can breathe water are all immune to this special attack.

Special Qualities: A sea-sworn loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A sea-sworn gains the following special quality.

Fast Healing (Ex): A sea-sworn gains fast healing 2 whenever it is immersed in salt water to a depth of at least one-quarter of the creature's height.

Abilities: A sea-sworn's Strength score increases by +4, it has no Constitution score, and its Charisma score decreases by 2.

Feats: Same as the base creature.

Skills: A sea-sworn has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Otherwise same as the base creature.

Environment: In contact with salt water or aboard a vessel in salt water.

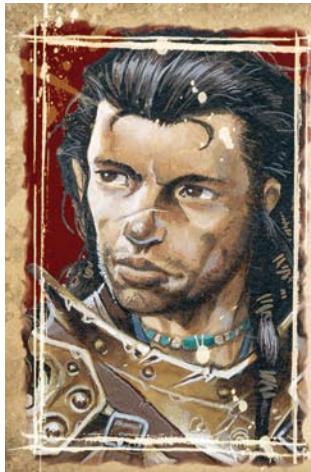
Challenge Rating: As base creature +1.

Treasure: None.

Alignment: Usually neutral evil.

Level Adjustment: —

Sea-sworn Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



Valeros

MALE HUMAN FIGHTER 7

ALIGN NG INIT +7 SPEED 20 ft.

ABILITIES

15	STR
17	DEX
12	CON
13	INT
8	WIS
10	CHA

DEFENSE

HP 50
AC 20
touch 13, flat-footed 17

Fort +6, Ref +5, Will +1

OFFENSE

Melee +1 frost longsword +11 (1d8+5 plus 1d6 cold/17-20) or +1 frost longsword +9/+4 (1d8+5 plus 1d6 cold/17-20) and +1 shortsword +8/+3 (1d6+2/19-20)

Ranged mwk shortbow +11/+6 (1d6×3)

SKILLS

Climb	+9
Intimidate	+10
Ride	+13
Swim	+6

FEATS

Combat Expertise, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Combat Gear alchemist's fire (2), elixir of fire breath, potion of bear's endurance, potion of cure moderate wounds (3); **Other Gear** backpack, +1 breastplate, gauntlets of ogre power, +1 frost longsword, mwk shortbow with 20 arrows, rations (6), silk rope, silver dagger, +1 shortsword, 317 gp



Seoni

FEMALE HUMAN SORCERER 7

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES

8	STR
14	DEX
12	CON
10	INT
13	WIS
18	CHA

DEFENSE

HP 26
AC 16
touch 13, flat-footed 14

Fort +3, Ref +4, Will +6

OFFENSE

Melee quarterstaff +2 (1d6-1)

Ranged mwk dagger +6 (1d4-1/19-20)

Spells Known (CL 7th):

3rd (5/day)—haste, lightning bolt (DC 18)

2nd (7/day)—invisibility, scorching ray, web (DC 16)

1st (7/day)—burning hands (DC 16), enlarge person, grease (DC 15), magic missile, shield

0 (6/day)—acid splash, detect magic, flare (DC 15), light, mage hand, prestidigitation, read magic

SKILLS

Bluff	+14
Concentration	+14
Spellcraft	+10

FEATS

Dodge, Extend Spell, Skill Focus (Concentration), Spell Focus (evocation)

Combat Gear potion of cure moderate wounds, scroll of fireball, scroll of fly, tanglefoot bag, wand of magic missile (CL 3rd, 50 charges); **Other Gear** backpack, bracers of armor +3, cloak of charisma +2, everburning torch, mwk dagger, quarterstaff, rations (4), ring of protection +1, 234 gp



Kyra

FEMALE HUMAN CLERIC 7

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES

13	STR
8	DEX
14	CON
10	INT
18	WIS
12	CHA

DEFENSE

HP 49
AC 20
touch 10, flat-footed 20

Fort +8, Ref +2, Will +12

OFFENSE

Melee +1 scimitar +8 (1d6+2/18-20)

Special Attacks greater turning 1/day, turn undead 4/day (+3, 2d6+8)

Spells Prepared (CL 7th):

4th—fire shield*, divine power

3rd—prayer (2), pro. energy, searing light*

2nd—bull's strength, heat metal* (DC 16), lesser restoration, spiritual weapon (2)

1st—bless, command (DC 15), cure light wounds*, remove fear (2), shield of faith

0—detect magic (2), light (2), read magic (2)

* domain spell (healing, sun)

SKILLS

Concentration	+12
Heal	+14
Knowledge (religion)	+10

FEATS

Combat Casting, Iron Will, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)

Combat Gear holy water (3), wand of cure moderate wounds (40 charges); **Other Gear** backpack, +2 chainmail, cloak of resistance +1, healer's kit, +1 heavy steel shield, periapt of wisdom +2, ring of protection +1, +1 scimitar, silver holy symbol (everburning torch), 353 gp



Merisiel

FEMALE ELF ROGUE 7

ALIGN CN INIT +5 SPEED 30 ft.

ABILITIES

12	STR
20	DEX
12	CON
8	INT
13	WIS
10	CHA

DEFENSE

HP 34
AC 20
touch 15, flat-footed 15

Fort +4, Ref +11, Will +4
(+2 vs enchantment)

Defensive Abilities evasion, uncanny dodge; immune sleep

OFFENSE

Melee +1 keen rapier +11 (1d6+2/15-20)

Ranged dagger +10 (1d4+1/19-20)

Special Attacks sneak attack +4d6

SKILLS

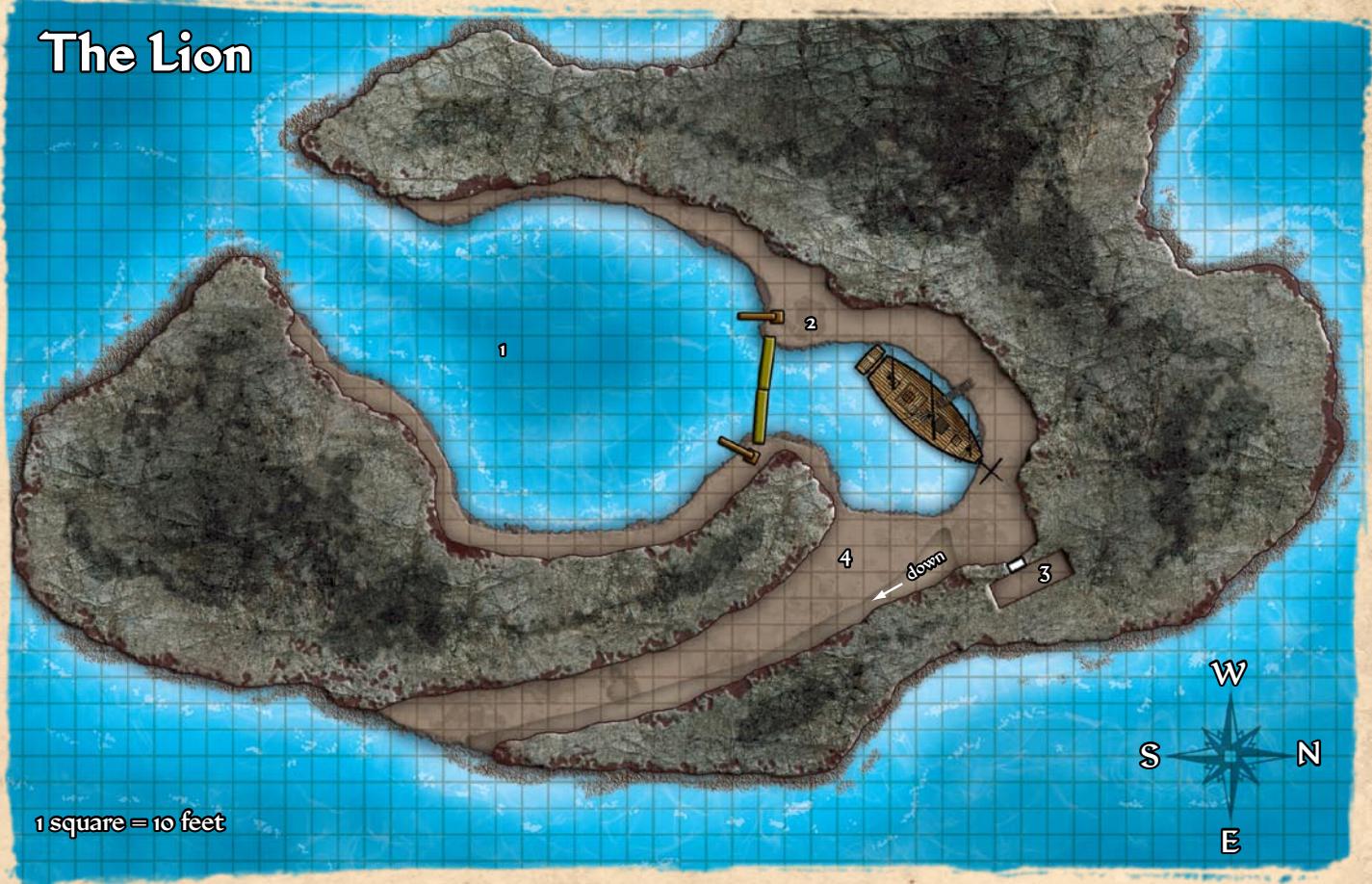
Climb	+6
Disable Device	+8
Hide	+13
Jump	+8
Listen	+9
Move Silently	+13
Open Lock	+10
Search	+9
Spot	+9
Tumble	+17

FEATS

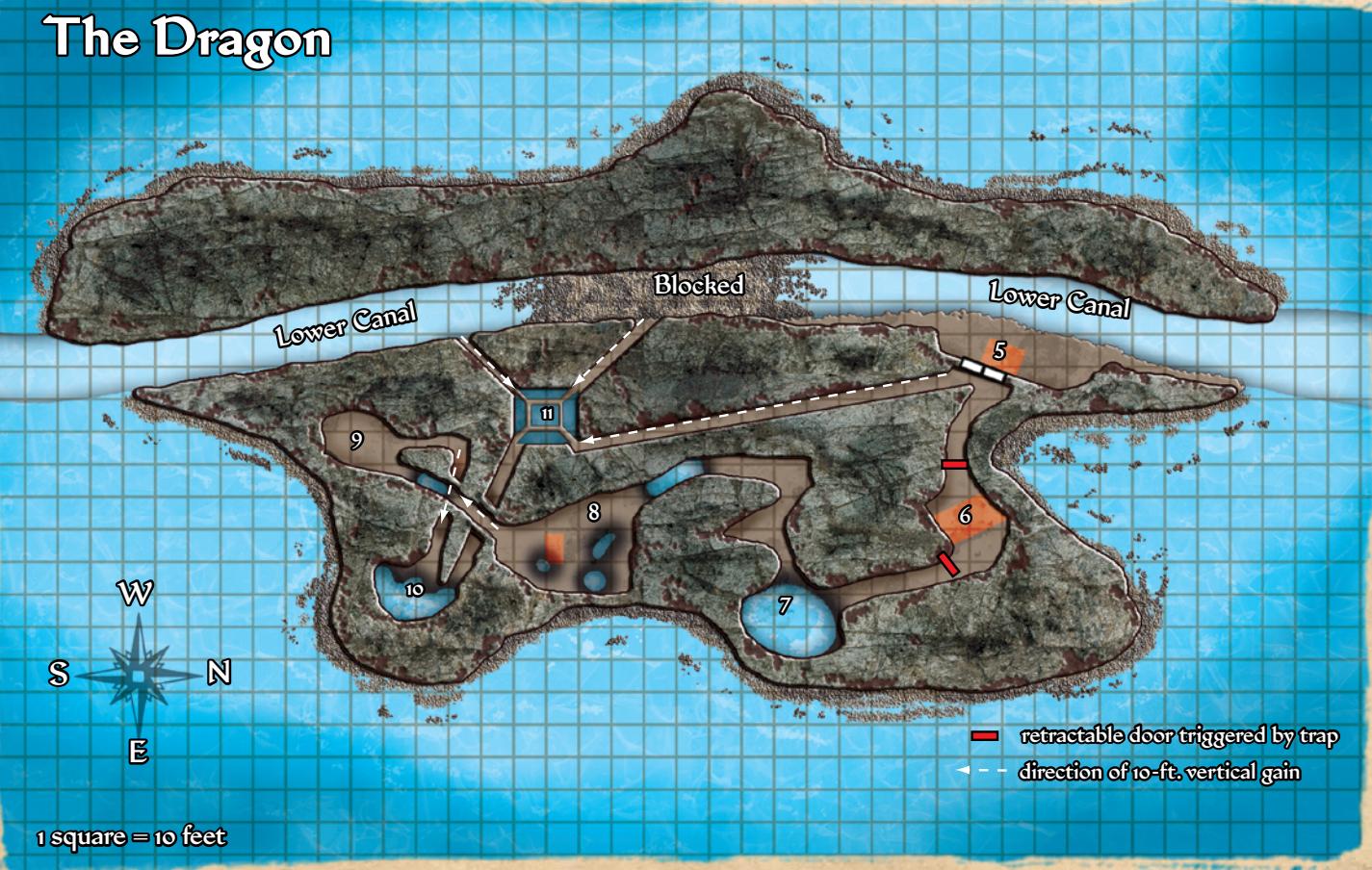
Dodge, Mobility, Weapon Finesse

Combat Gear potion of cure moderate wounds (2), potion of invisibility (2), thunderstone; **Other Gear** amulet of natural armor +1, backpack, cloak of resistance +1, daggers (6), gloves of dexterity +2, grappling hook, +1 keen rapier, +1 studded leather armor, silk rope, thieves tools, 163 gp

The Lion



The Dragon



KEEP THE PAST BURIED

Pathfinder Module

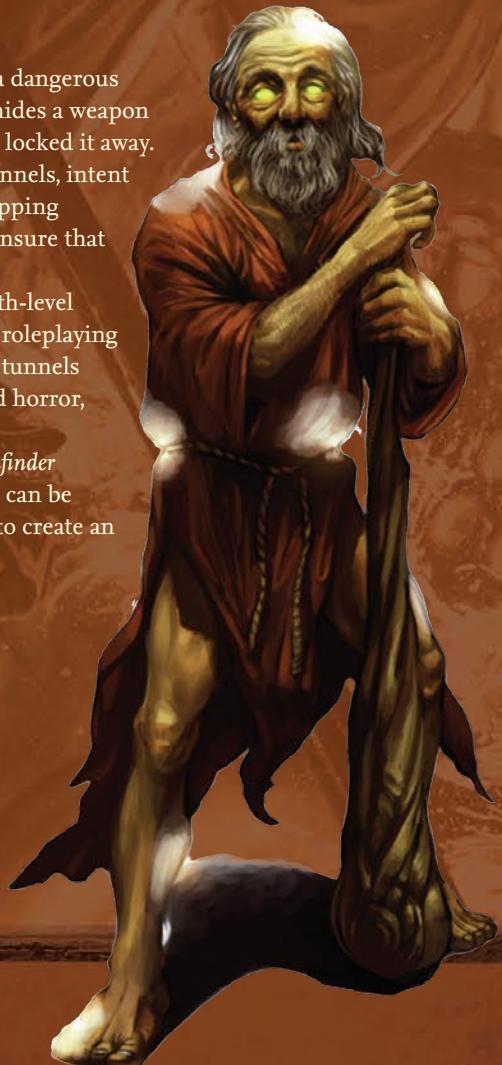
LB2: Treasure of Chimera Cove

For decades, the sleepy fishing village of Chimera Cove has harbored a dangerous secret. Deep beneath the cove's three islands, a secret pirate complex hides a weapon that terrorized the local shipping lanes before a brave privateer finally locked it away. Now the last degenerate scion of his line is breaking into the secret tunnels, intent on selling the devastating weapon to the highest bidder. With time slipping away, only the PCs are equipped to brave the underground vault and ensure that the lost weapon stays that way.

Treasure of Chimera Cove is a seafaring dungeon crawl adventure for 7th-level characters, compatible with the 3.5 edition of the world's most popular roleplaying game. Within its pages you'll find a detailed overview of the privateer's tunnels beneath the islands, a new monster template filled with aquatic undead horror, and the terrible ship-crushing weapon known as the *Terraken*.

This adventure is set on the border between two nations in the *Pathfinder Chronicles* campaign setting, but can easily be set in any game world. It can be used on its own or combined with its prequel, *Tower of the Last Baron*, to create an even greater campaign arc.

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